No 1! BIGGEST AND BEST

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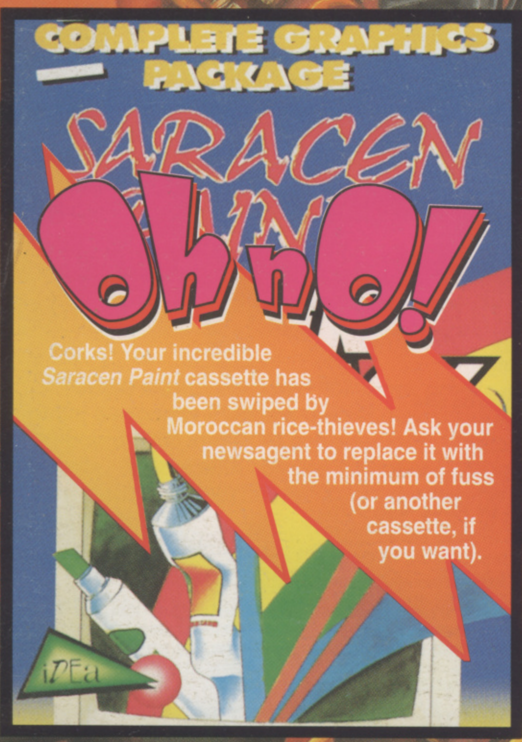
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iDEa

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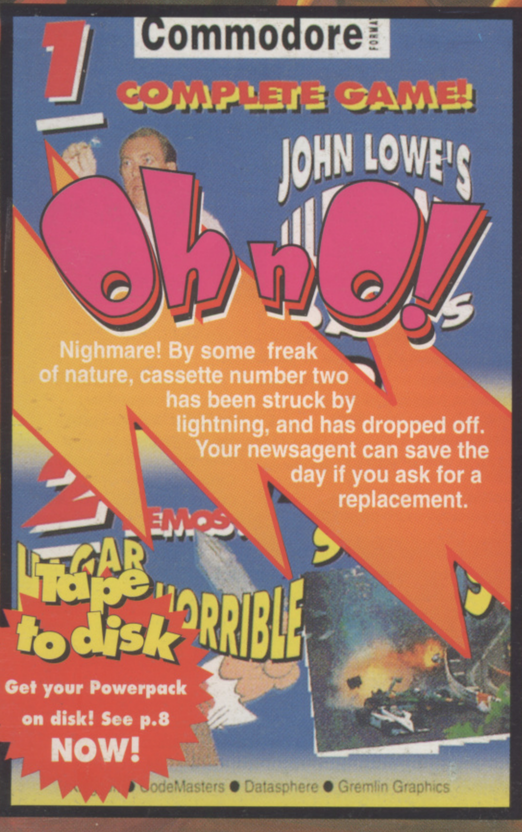
Commodore FORMAT
1
COMPLETE GAME!
JOHN LOWE'S
2 DEMOS
HORRIBLE
CodeMasters ● Datasphere ● Gremlin Graphics

Oh nO!

Nighmare! By some freak of nature, cassette number two has been struck by lightning, and has dropped off. Your newsagent can save the day if you ask for a replacement.

Tape to disk

Get your Powerpack on disk! See p.8 NOW!

HOOKED?

Ocean's new mega-game - as big as the film? The in-depth swashbuckling review of Hook on page 16!

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

SLICKS
Gripping Stuff?

MATCH OF THE DAY
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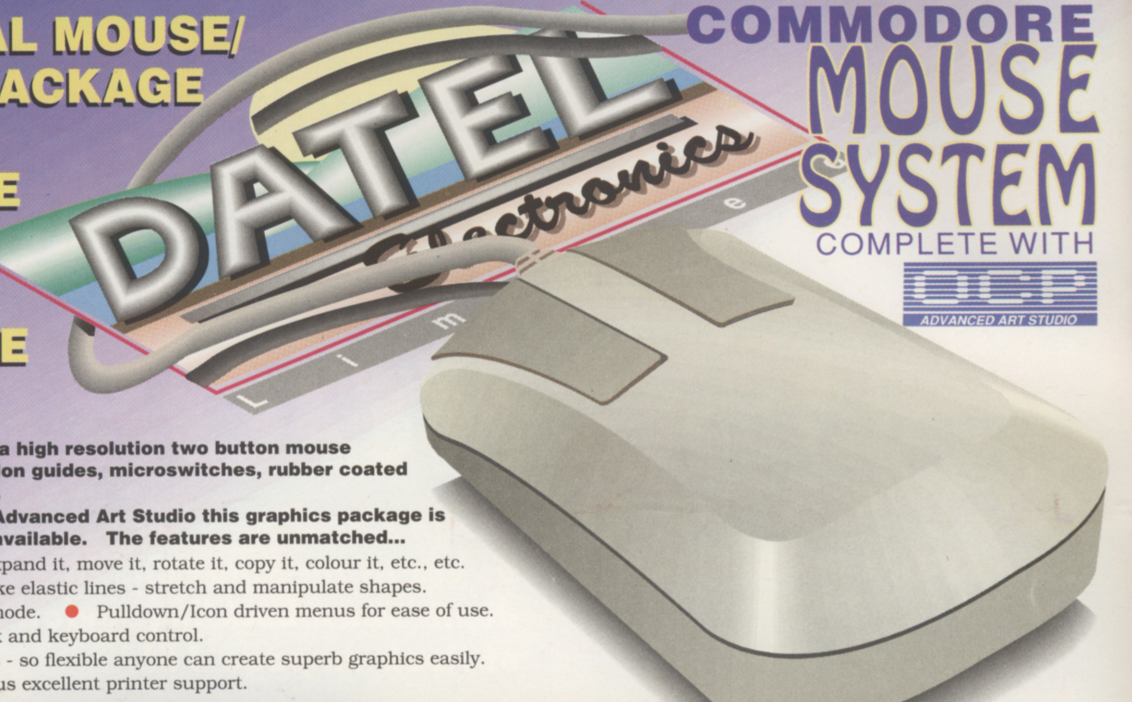

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ARVI b

25 OCTOBER 1992

GAMES

16 HOOK
OCEAN

32 MATCH OF THE DAY
ZEPPELIN PREMIER

36 BANGERS AND MASH
ALTERNATIVE

38 BLUE BARON
ZEPPELIN

58 COUNT DUCKULA II
ALTERNATIVE

63 FRANKENSTEIN
ZEPPELIN
65 SLICKS
CODEMASTERS

CF SPECIAL

39 DATA, SETTE AND MATHS
In the concluding part of *CF*'s guided tour of your tape deck, Bones takes you deep down amongst the solder, switches and inexplicable grey fluffy bits found inside your datassette. Want to know how to align, then lift the lid on p.39 for the full spec.

54 SARACEN PAINT
So you've seen the shiny new tape sitting above your Powerpack! Want to get down to some serious artwork? Want to start drawing right away? Then open your sketch-pad to p.54 for the full-colour, fully-detailed, full instructions for this excellent paint package!

REGULARS

6 POWERPACK PAGES
Attack of the killer tomatoes - well Powerpack instructions actually!

10 EARLY WARNING
The shape of things to come!

13 THE CHARTS
Countdown!

14 CF SCANNER
Can anything escape the Scanners?

15 TAKE CONTROL
Twelve angry men (and women!)

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From here to eterinty.

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The Mechanic... tops those techie troub's.

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The Billion Dollar Brain answers back!

48 ROGER FRAMES
Scrooge (Jnr) checks out the budget scene.

52 MAIL ORDER
The Postman always rings twice!

53 SUBSCRIPTIONS
Deliverance! The only way to get *CF*!

66 NEXT MONTH
When time ran out!

So if you're really CF25, tell me w

POWER

NOW PICTURE THIS

Are you ready for this? Yes *Saracen Paint* is here and it's yours! This excellent paint package, in all its glory, is sitting on the front of this very magazine just waiting for your creative ideas.

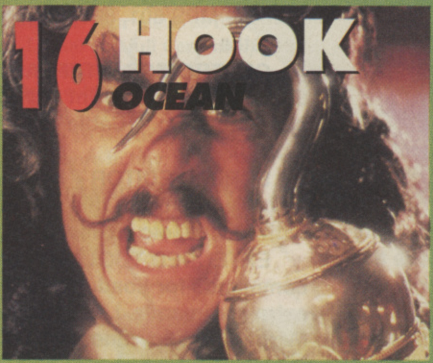
Art programs are fun because they give anybody the chance to draw smart piccies in no time at all – and with *Saracen Paint*'s easy-to-use menu system even absolute beginners will be trying their hand within minutes! So don't be shy, whack *Saracen Paint* into your datassette right now and have a blast. And if you get hung up on any of the functions, commands or foibles don't panic because there's a full three page tutorial in this month's *CF* on page 54.

That's not all though. If you knock up a piccie that you think is rather special then save a version to tape and bung it in the post to us here in Bath. We'd love to have a look – and if it's good enough we'll print it in the Christmas edition of *Commodore Format*!

Pirate Software rears its head again in the form of *Hook*. Folk thought that Ocean must have been mad when they snapped up this apparently unconvertable film licence. Now it seems it's time that I started consuming my baseball cap as they've turned in a game that is a little different but really rather impressive.

There are also all the regular features and columns that have helped make *Commodore Format* the essential C64 magazine it is today! Roger Frames, TMB, Inside Info and the Scanner all have something a little something special to offer.

Live long and prosper!



Steven Spielberg's latest epic, *Hook*, sails on to the Commodore courtesy of Ocean. The *CF* crew bring their reviewing ship up alongside *Hook* and are ready to board. Will they be beaten back by a blast from the gameplay cannons? Or will they hang the landlubber from the highest yardarm. Grab an eye patch, shiver your timbers and cut yourself a path to p.16 to see if *Hook* sinks or swims!

32 MATCH OF THE DAY

ZEPPELIN

With the Premier League on BSkyB, *Match of the Des*, sorry, *Day*, once again assumes its rightful place in the British footie fan's viewing schedule.

BBC
MATCH OF THE DAY
ZEPPELIN

COUNT DUCKULA II

ALTERNATIVE

58

Can the quakers vegetarian cartoon vampire make his mark a second time round? Duckula Lives on p.58.

e what's been...

RTESTED!

BLUE BARON 38

ZEPPELIN

Oh those daring young men in their flying machines, they go loop-dilly-oop but they don't know what it means. Zeppelin takes to the air in barnstorming style with Blue Baron, a shoot-'em-up with that Ypres feel. Only you can you stop the dratted Hun. Your country expects you to turn to p.38. Chocks Away!

SLICKS

CODEMASTERS

With Nige safely enthroned as king of the entire world – or least 1992 Formula World Champion – motor racing is the in vogue sport. But forget the Williams boys and check out what the Codies have been up to! Their new racer *Slicks* looks to take on the mighty *Supercars*. Can it get Pole Position? Drive to p.65.

DATA, SETTE AND MATHS

CF
SIDE 2
POWERPACK
tape

39

The conclusion of our three-part tape feature takes you through the necessary steps to keep your tape deck in perfect loading order. So if you want trouble free loading from tape get the data from p.39.

65

54 SARACEN PAINT MASTERCLASS

1 Commodore
COMPLETE GRAPHICS PACKAGE
SARACEN PAINT
POWER PACK

Take the 'easle' route to success with *Saracen Paint*! Check out our spiffy three-page tutorial on the splendid-est paint package this side of the Marianas Trench.

58 POPEYE 3

COMPO

Plus

Popeye's in the ring with aliens in his latest wrestling-type game and if you wanna win it get your spangly tights on and put p.58 in a Malayan Death Grip now! One-uh, two-uh, three...

Commodore
1 COMPLETE GAME!
JOHN LOWE'S ULTIMATE DARTS
POWER PACK
2 DEMOS!
HÄGAR THE HORRIBLE
SLICKS

POWER PACK 25

JOHN LOWE'S ULTIMATE DARTS

Gremlin

FULL GAME

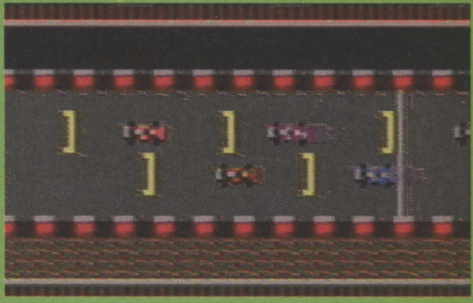
More darts games than you can throw a small pointed projectile at! A host of different and curiously absorbing darts challenges await those brave enough to take to the oche and throw their arra's against some of the world's top pro's!

SLICKS

CodeMasters

DEMO

Screaming along in my automobile, my baby beside at the wheel! Well in the stands actually, but that's not important right now. Get the best seat in the house for CodeMasters' latest potential *Supercars* beater. Rev up and burn off – as it says on the side of the Scaletrix box!



A race to the chequered flag, or, in some cases, to the death, whichever comes first.

CLUB LIGHT

Datasphere Publications

DEMO

A little demo-type thang that lets you know all about the wonders of *Club Light*, which is a little like the Heavy Society only the exact opposite. Have a read – it could change your life (a little bit, anyway).

HÄGAR THE HORRIBLE

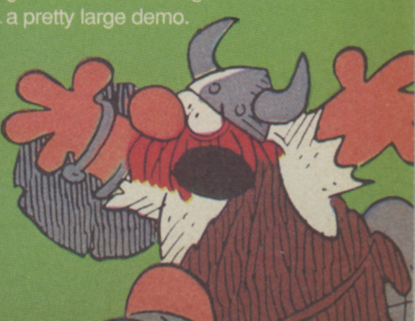
Kingsoft

DEMO

It's massive. So massive, in fact, that a word hasn't been invented to describe just how massive this demo is, except massive. We reckon the next edition of the *Oxford English Dictionary* will say, "See *Hägar the Horrible*, demo, *CF*25, " under its entry for massive. So you get the general idea that *Hägar* is a pretty large demo.

25 tape to disk

Want a spiff' disk version of the *CF*25 powerpack? Then bop to p.8 for a full spec on our smart tape-to-disk transfer offer.



QUICK START

FULL GAMES

JOHN LOWE'S ULTIMATE DARTS

Joystick in port 2
Step up to the oche, grasp those arrows firmly and take on the best in the world. Get beaten soundly and take on the second-rate guys until you really get good. As well as proper 501 darts, there's the chance to play all sorts of variations on the game, too.

DEMOS

HÄGAR THE HORRIBLE

Joystick in port 2
There's a massive level waiting to be explored by Hägar here. He's got loads of weapons, though, and there are loads of baddies waiting to be killed and gems to be collected for his beloved wife Helga.

SLICKS

Joystick in port 2
The treacherous Monaco circuit awaits in this excellent demo of the latest racing sensation to hit the 64. Take on five competitors, challenge them and cut the corners to fight your way to the front. It's brrm-alicious driving action all the way.

CLUB LIGHT

No Joystick
Just a little demo'ette to give you all the info on the C64's premier disk-mag. Load it up, don't thump your monitor when everything takes on a mono look and then read for full details and some whizzy pics.

NO LOAD ZONE!

CF
SIDE 2
POWERPACK
tape

If your tape isn't loading perhaps it's your tape heads? Try loading some games that you know work, then adjusting the fiddly little alignment screw (you know, the one next to the flange widget).

Still no luck? Then just pop the dud tape into a jiffy bag, slap in an SAE, seal it up and whack it in the post to:

CF25 Tape Replacement
Ablex Audio Video Ltd, Harcourt
Halesfield 14, Telford
Shropshire TF7 4QD

DO NOT send your knack'd tape to *Commodore Format*. We feed any sent here to Dave, who likes them with cheese.

ALL these games and demos are loaded using the normal 'H

POWER PACK 25

It's got high speed action. It's got epic viking battles. It's got smoke-free pub games. What could it be? The BBC's last-ditch attempt to boost the viewing figures of Eldorado? Nope. It's the storming CF25 Powerpack.

HÄGAR THE HORRIBLE

DMI
Joystick in port 2

DEMO

If you'll allow us to boast for a minute, this demo is completely brilliant and rather, I think you'll find, huge. First, the plot. You, as Hägar, have annoyed your wife Helga. The only way to get back into her good books is to sail off and collect the gems which are dotted around on various little islands. Easy, you might think, but there'd be a gulf between you and the truth. And we're talking gulf of Arabia-type gulf here, not the head of some fiddly little Norwegian fjord. It's not all that easy, actually. The gems are guarded by all

It's knight-fall and Hägar the Horrible is desperately hoping that this knight will fall before he does.

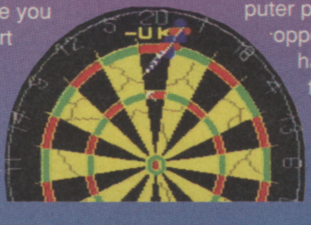
JOHN LOWE'S ULTIMATE DAR

Gremlin
Joystick in port 2

Darts has never enjoyed the reputation of being the most healthy sport you can play. The fact that it's often played in smoky clubs awash with various pungent beers and filled with shouting, sweating folk might be enough to put you off.

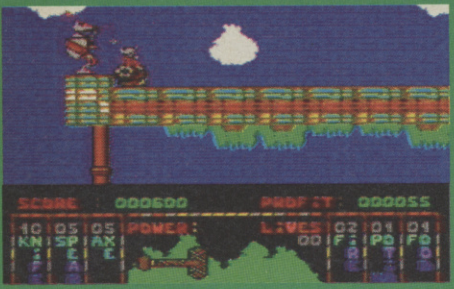
But now *CF* can exclusively give you the chance to practise this skilled art without having to brave the taunts, beer and smoke of 200 men with pronounced bottom cleavages.

The first thing to do when you see the main menu is hit the 'A' key, This changes the game mode from Real to Arcade. Real is where you can compete against famous players like John Lowe and Eric Bristow. You play on a real board and type in your results and the computer plays the part of the opponent of your choice. If you haven't got a real dartboard, though, *remember to switch*

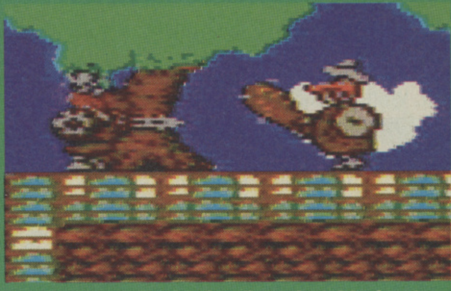


Steady with that vital last dart. If you hit the wire on the board, the dart bounces back realistically.

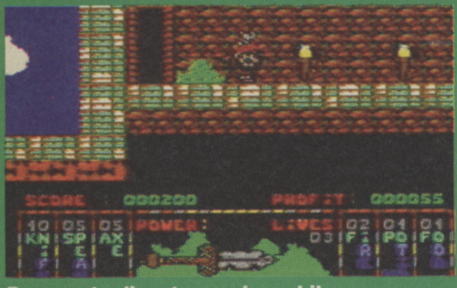
al 'Hold down SHIFT and press RUN/STOP' method. Got it?



The knight has done his worst. Hägar is well and truly beaten. Time to catch the next long-ship back to Vikingsville.



"Bar-bar-bar, Barbarian," as that 60s beat combo the Beach Boys once sang. And, upon quiet reflection, how right they were.



Prepare to die, strange immobile green thing. Nobody stops a hen-pecked Viking!

manner of foul creatures, who you'll have to kill. There are also some fiendish platforms to beat as well. Only practice, skill and, um, some more practice will see you meet with success.

The first thing to do once the game has loaded is to move the sword to the island on the left of the map. This is the only level you can play in the demo, so don't bother trying the others. Click on it and type 1992 as the password. Then you're away.

You have four sorts of weapons at your disposal – knives, spears, axes and your trusty sword. F1 throws knives, F3 chucks spears and F5 hurls axes. The fire button builds up and discharges sword power. As you go further into the game, you can collect more axes, knives and spears from the shops, but you'll need profit points (gained from killing things) to do so.

As you wander around, there are things you should look for. Keys are worth nabbing because you can then go into the shops (by pulling down on the joystick as you stand outside them). Here you can trade your profit points for more weapons and stuff. It's dead logical and easy to work out.

One point worth making is that when you fight using the sword, try letting the power build up (on the power-meter in the middle of the display panel). This dispatches the baddies far quicker than just prodding at them with little power (though this method can be successful if you prod rapidly enough).

And that's just about all you need to know. Good luck and may the Gods of Valhalla go with you (if they promise not to be a nuisance).

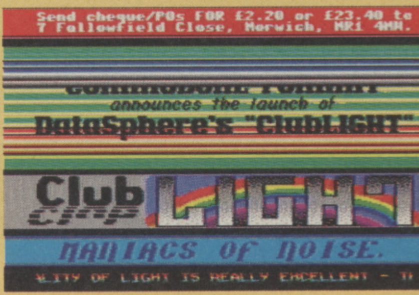
THE FACTS ON THE FULL GAME

● *Game*	HÄGAR THE HORRIBLE
● *Publisher*	KINGSOFT
● *Price*	£11.99 CASS/£15.99 DISK
● *Release*	OUT NOW
● *Contact*	0753 686000

TRIP THE LIGHT FANTASTIC

If you've never seen a copy of *Light*, the C64's premier diskzine, then you've been missing out. It has recently undergone a major metamorphosis. Now called *Club Light* to reflect the clubbiness that has developed among its regular readers, it comes on one packed disk every month, crammed with tips, technical hints and text files discussing what's latest in the 64 universe. And we've got a great little sampler of the new look 'zine on the Powerpack. So load it up and take a butchers.

If you like what you see and you want to get hold of the real thing it costs £2.20 for one issue and £23.40 for a course of 12. It's great, and if you want it (or more info), drop an SAE to Club Light, Datasphere Publications, 7 Fallowfield Close, Norwich, NR1 4NW.



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announces the launch of
DataSphere's "ClubLIGHT"

Club LIGHT

MANIACS OF NOISE.

LITY OF LIGHT IS REALLY EXCELLENT - T

Do not adjust your vertical hold. This must surely rate as one the most, um, colourful screens ever to grace a mag-on-a-disk, and the contents are every bit as diverse.

S
RTS

FULL GAME

to arcade mode. You can then play the computer game.

There are loads of skill levels to try, and all you need to do is select yours, type in your name, decide whether you want to play a standard competition, or an exhibition match against a famous name from the darts world and you're off. Actually playing the game is pretty straightforward. You just move the cursor around, waiting for the right moment to let fly. Smack the fire button and the arrow will whizz roughly in the direction of the cursor. It takes practice at first, but you'll soon be putting your arrows in the trebles with the best of them.

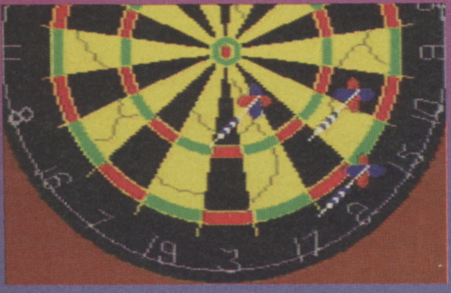
Guess what? You can load and save games as well. Just have a blank tape ready, and follow the instructions that appear when you hit the save option. Easy as pie (an incredibly simple pie at that). The only other thing worth mentioning is the ability to change the skill level. On the main menu, just press the '+' and '–' keys to alter the difficulty. Oh, and you can, of course, play another person using the two-player option (not surprisingly). So a feast of darts-related fun awaits. Get your feet on that oche!

THE RULES OF DARTS

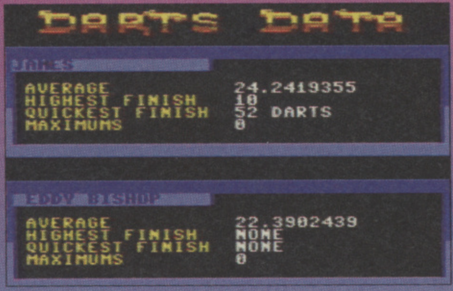
The standard game of darts is played from 501 to 0. At the beginning, you have to try to get as high a score as possible, so it makes sense to go for the treble 20.

But when your score gets low, you must start planning your shots. To win, you've got to finish on either a double or the bullseye (worth 50 points). So if, for example, your score is 40, you need a double 20. If you miss and hit the 20, you need to go for the double 10. If, say, you hit a fourteen instead, you'd need to go for double three with your last dart.

If you throw over the required number, you've bust and that go doesn't count. And, basically, it's as easy as that.



Ah. So this is where all those other cheeky numbers have been hiding. I can't possibly fail to get an impressive score this time, especially if I close my eyes first.



```
DARTS DATA

JAMES
AVERAGE            24.2419355
HIGHEST FINISH     10
QUICKEST FINISH    52 DARTS
MAXIMUMS           0

EDDY BISHOP
AVERAGE            22.3902439
HIGHEST FINISH     NONE
QUICKEST FINISH    NONE
MAXIMUMS           0
```

You know, I never realised that darts was such a technical game. I thought it was all about fat men playing it in smokey pubs to avoid having to talk to their wives.

SLICKS

DEMO

CodeMasters • Joystick in port 2

Tempting as it is to go on about the heroic exploits of our plucky Midlands hero Nigel Mansell, I will resist since Gremlin have got the official licence Mansell, and things might get a little bit confusing otherwise.

With this storming little demo, the idea is to take on five other racers on the twisty, tortuous Monaco circuit. Sounds challenging? Well, er, it is (unless your name happens to be Senna or Berger). But before you launch into the race you get the chance to drive a few practice laps. Yes, yes. Everybody knows it's really boring driving around on your own when there isn't anybody to overtake. But take it from the *CF* crew – if you're going to get good at *Slicks*, you've got to know the track like the back of your hand.

Also on the main menu, you can input your name (as long as it's shorter than five letters). You can look at the six tracks included with the full game, complete with rather impressive lap time records too. What you can't do in this demo is play the two-player game. It's a pity, but hey, at least you get to race the computer cars.

So get your balaclava on, your flame-proof socks pulled up to your knees and your fire-retardant moustache firmly in place and select the Grand Prix option. Once you've done that, you're instantly thrown into a qualifying round. You get to race the circuit once and once only. There's none of that warm-up lap nonsense here. Drive as quickly as you can around the track and, whatever you do, try not to crash (as this will automatically put you at the back of the grid).

Once you've finished (or crashed), you get to see the grid positions. When you start the game, you're in a Benetton. According to the figures displayed on the screen this is the second worst car in the pack . The only person in a slower car is Jody (*who deserves it because she's a girl – Roger*).

Right. Hit fire and you get to have a look at your opponents. Push the joystick up or down to have a look at the other guys (*…and girl… Urgh! –Roger again*). The way to win the demo (and the full game as well) is to select someone who's only just better than you and hit fire. This challenges them during that race (and makes them flash while it's going on).

If you can beat that person, you get signed to their team and are allowed to drive their car. They, in the meantime, must put up with your rather slower vehicle. So you can gradually work your way up through the teams until you are driving for McLaren or Williams (the best cars, obviously).

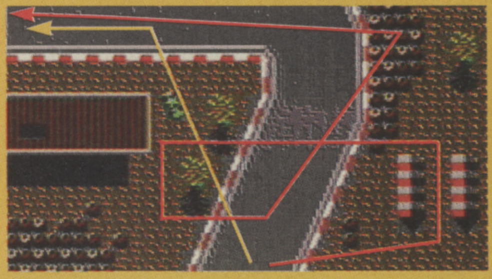
But beware. As all this is going on, you can get challenged by drivers worse than yourself. This can lead to you getting a worse car if you lose. If this happens, it's a real downer because you have to do that much more work to get back to where you were.

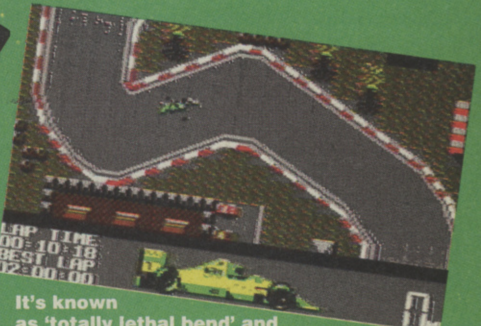
Anyway, whether you've challenged anyone or not, you get to race after that. Simply hold the fire button down to accelerate as quickly as you can. Try not to steer around too much, as it slows you down, and definitely try not to hit any of the other drivers.

Instead, what you'll find you can do is take short-cuts to speed your lap-times up. Going across parking lots and rough ground can shave seconds off your times, so learn what you can get away with it. And that's about it. A jolly good racing game, eh? Flick rapidly to page 65 to check out the full review.

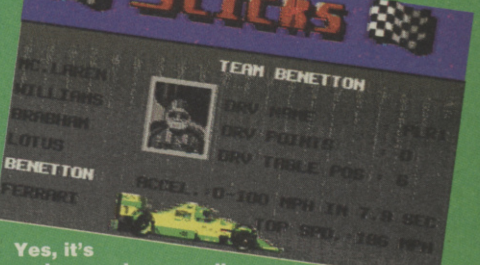
TAKING SHORT-CUTS

'Taking the racing line' is what they call it. Well, in *Slicks*, the racing line doesn't necessarily follow the road. Here are two examples of 'the racing line'. One is correct, the other is sadly, sadly wrong. Using your skill and judgement, work out which one is which...

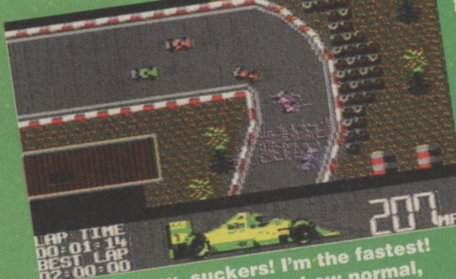




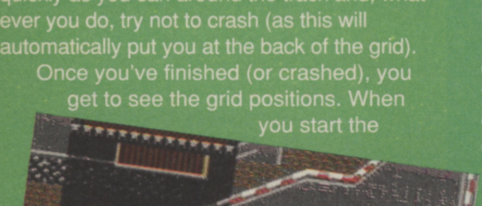
It's known as 'totally lethal bend' and you'd do well to steer round it very cautiously. On the other hand, clog down and see if you can slide through at 180 mph!



Yes, it's an impressive car, all right. But what about fuel consumption? Does it have a catalytic converter? Procol 10 safety system? Or even child-proof locks, for that matter?



Outta my way, suckers! I'm the fastest! Me! Me! Me! (It's amazing how normal, sane people react when there's traffic building up in front of them.)



You want to try a bit of slip-streaming along the straight? You can if you like, but, er, it doesn't work. It just makes you more prone to crashing into the guy in front when he brakes for the corner.

Tape to disk

Do you have a disk drive? Handy aren't they? But if you want to use it as well as admiring it, you can get copies of the *CF* Powerpack on disk for the little fellow.

To get the *CF*25 Powerpack on disk simply cut out the coupon from the inside of the tape inlay card. Write your name and full address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or Postal Order for £1.50 (which covers duplication, postage and packaging) to:

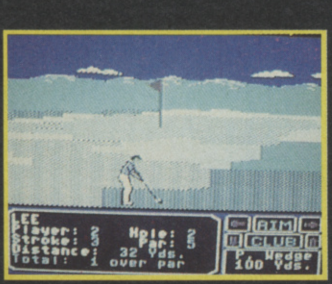
CF25 Tape to Disk, Ablex
Audio Video Ltd,
Harcourt, Halesfield 14, Telford,
Shropshire TF7 4QD.

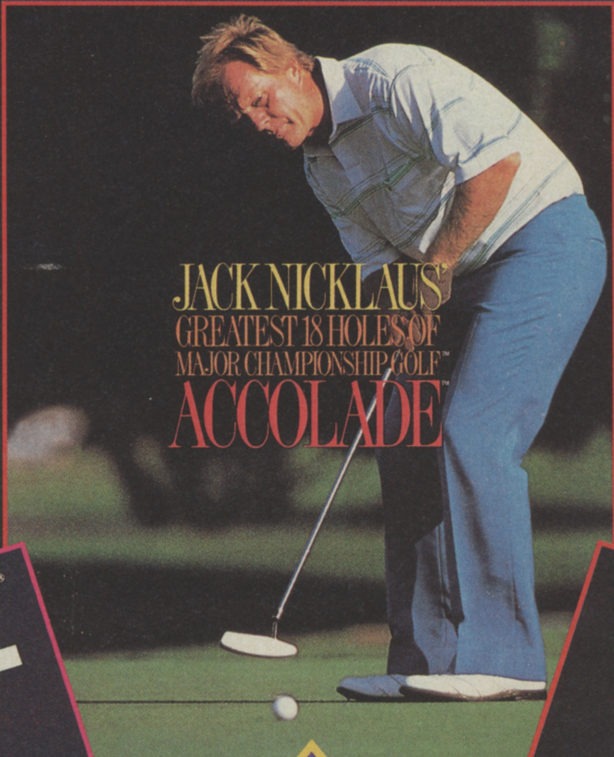
25 tape to disk

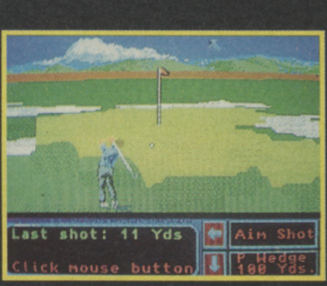
THE FACTS ON THE FULL GAME

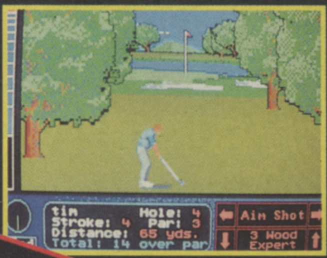
● *Game*	SLICKS
● *Publisher*	CODEMASTERS
● *Price*	£3.99
● *Release*	OCTOBER
● *Contact*	0926 814132

AIM ONLY FOR THE TOP


LEE
Player: 2 Hole: 2
Stroke: 3 Par: 5
Distance: 32 Yds.
Total: 1 over par
AIM
CLUB
P Wedge
100 Yds.

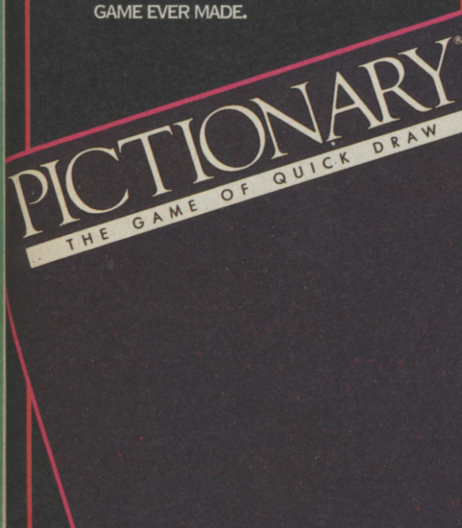

JACK NICKLAUS'
GREATEST 18 HOLES OF
MAJOR CHAMPIONSHIP GOLF™
ACCOLADE

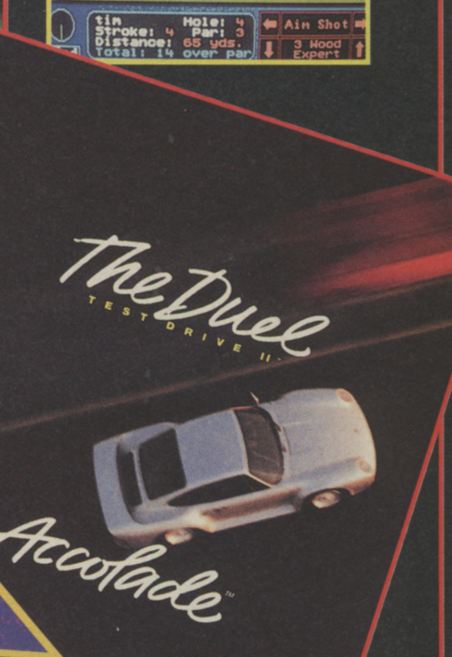

Last shot: 11 Yds
Aim Shot
Click mouse button
P Wedge
100 Yds.


tim
Hole: 4
Stroke: 4 Par: 3
Distance: 65 yds.
Total: 14 over par
Aim Shot
3 Wood
Expert

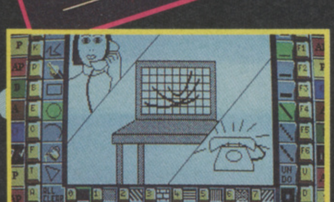
TEE OFF ON THE MOST CHALLENGING 18 HOLES OF MAJOR CHAMPIONSHIP GOLF WITH THE LEGEND WHO HAND PICKED EACH ONE - JACK NICKLAUS.

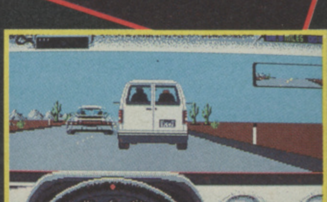
PLAY THE BREATHTAKING 8TH AT PEBBLE BEACH AND DISCOVER WHY THE SECOND SHOT OF THIS PAR 4 IS JACK'S "FAVOURITE SHOT IN ALL GOLF" IN PROBABLY THE MOST REALISTIC AND VISUALLY STUNNING GOLF GAME EVER MADE.


PICTIONARY®
THE GAME OF QUICK DRAW
THE COMPUTER EDIT


The Duel
TEST DRIVE II
Accolade™

WITH
The HIT Squad


QUICKGUESS
The answer is:
CONNECT
Correct
Yes
GUESS :Any Player
PICTURIST:Computer
TIME 0:47
Action



PLAY IT JUST LIKE THE BEST-SELLING BOARD GAME.

IT'S LIKE CHARADES, ONLY YOU SKETCH WORDS INSTEAD OF ACTING THEM OUT. BUT WITH A COMPUTER YOU DON'T NEED PAPER AND PENCIL! SKETCH YOUR PICTURES ON SCREEN WITH AN EASY TO USE DRAWING PROGRAM. YOU'RE NOT AN ARTIST? DON'T WORRY - MOST PEOPLE AREN'T. THAT'S PART OF THE FUN AS YOU RACE AGAINST THE CLOCK SO YOU'LL HAVE TO DRAW ON YOUR WITS AS WELL!

HEAD -TO -HEAD WITH THE WORLD'S FASTEST PRODUCTION CARS!

THE DUEL: TEST DRIVE II PITS THE FASTEST EVER FERRARI AGAINST THE FASTEST EVER PORSCHE IN A RACE THAT HAS ONLY BEEN RUN IN THE MINDS OF ENGINEERS AND ENTHUSIASTS... UNTIL NOW! YOU'RE BEHIND THE WHEEL OF THE MOST TECHNOLOGICALLY ADVANCED SUPERCARS ON EARTH, ROCKETING DOWN ROADS THAT ARE AS EYE- CATCHING AND DANGEROUS AS THE CARS THEMSELVES.

ALL AVAILABLE FOR ATARI ST & AMIGA **£7.99** EA

AVAILABLE FOR AMSTRAD . SPECTRUM . C64 **£3.99** EA

JACK NICKLAUS IS NOT AVAILABLE FOR THE SPECTRUM & AMSTRAD

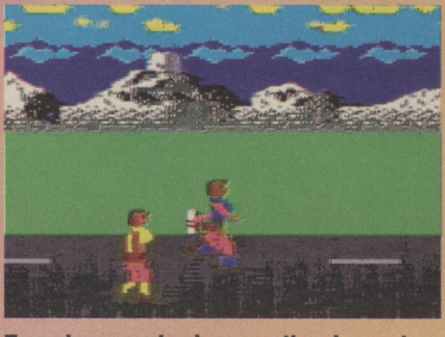
HIT NAMES · HIT GAMES

HIT SQUAD

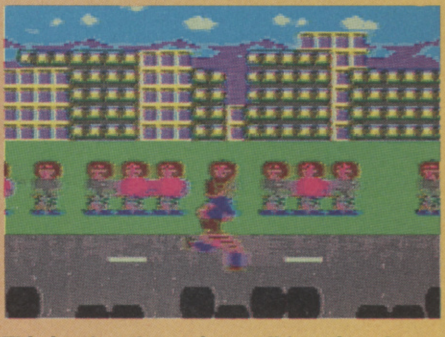
2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ

EARLY
WARNING!

This month CF is turning the powerful preview spotlight on a) a white blob of jelly, b) a load of sporting folk and c) an old person. James Leach mixes them all up and gets, well, a sort of gooey pink paste...

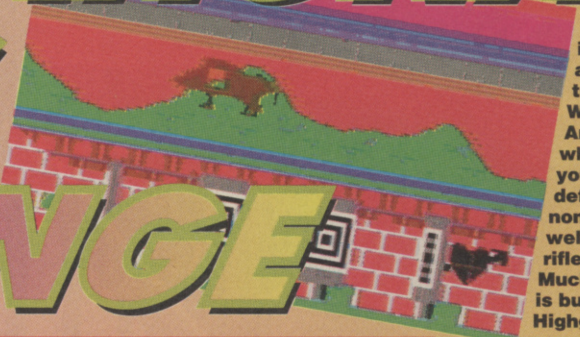


Two-player mode gives you the chance to beat a friend at a sporting event without actually expending any energy at all.



This is what the purists call 'running along quickly'. Translated, this means 'rapid forward self-powered motion'. Technical stuff!

INTERNATIONAL SPORTS CHALLENGE



Shooting is included as a tribute to Colonel Wilfred Arbuthnott, who claimed you could deflect a cannonball with a well-aimed rifle-shot. Much of Wilfred is buried in Highgate cemetery.

Remember all that sport-related fuss a few weeks ago? What was it called? The Old Limp Hicks or something...? Never mind. Get ready for the real thing. *International Sports Challenge* is well and truly on its way (despite being sort of on its way for quite a while).

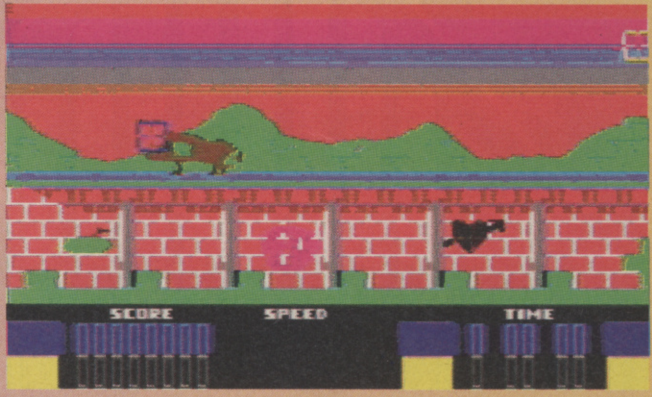
The game concentrates on five sports. First up, there's shooting, which gives you the chance to discharge dangerous firearms in front of a specially-selected deaf panel.

Next is swimming competition in which you have to splash around and dive-bomb your team-mates in front of a specially-selected international team of penguins, seals and otters, all capable of judging such antics.

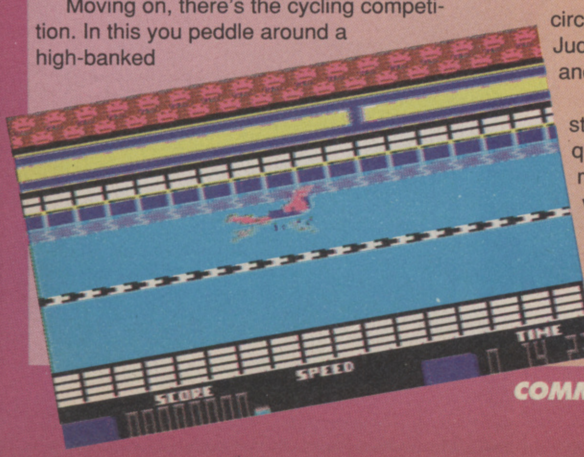
Moving on, there's the cycling competition. In this you peddle around a high-banked circuit at unfeasibly high speeds. Judging your rapidity are three herring and a jet-setting chaffinch called Alan.

Or, if you prefer, why not try out the standard running event? You can run quickly, run slowly, walk, trudge, mince, hop or plod, depending on what mood you're in. Presiding over this event is a lump of greyish-reddish igneous rock from the Ordovician era.

Actually, I just made up all this nonsense about the judges. The real judges are a herd of wildebeeste from Torquay in Devon. Nevertheless, the game (still at a fairly early stage in its production) looks like it could be the definitive new sports game on that trusty beast that we call the C64. As well as the joystick waggling we all know and love, there will be many other joystick tricks you'll need to learn for *International Sports Challenge*. Erm, I'm not quite sure what they'll be yet, though. But rest assured we'll be the first to let you know what they are when the game hits the starting blocks.

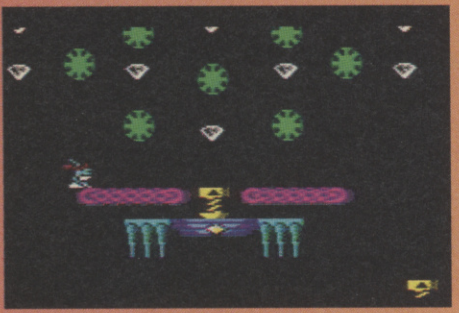


Time to let off steam by blasting at any farmyard animals foolish enough to get close to the Olympic village. It calls for skill, concentration and a massive amount of ammunition.

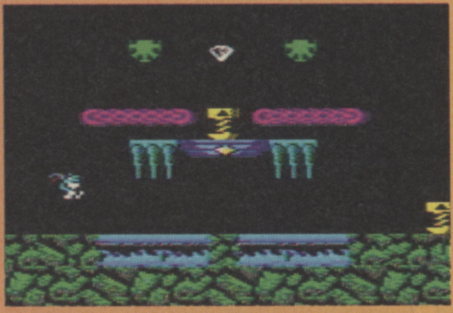


Time to cool off with a quick swim in the pool. But don't stay in the water too long or the German competitors will nick your sunlounger.

Game	**International Sports Challenge**
Publisher	**Empire**
Release	**October**
Price	**£9.99 cass/£15.99 disk**
Contact	**0268 541126**



If you like the look of this game, write a disgusted letter to The Times moaning about falling standards in our schools these days.



The platforms are enough to make a young person flinch. Luckily Dynamo shakes too much to tell whether he's flinching or not.

CAPTAIN DYNAMO

You'd think there were enough superheroes around at the moment, wouldn't you? Everywhere you go, you can't help bumping into them. Supermen and women, turtles, even bats are all hanging around waiting for crimes to solve.

But now there's a new brand of hero. He's old, he's forgetful and his teeth live in a jar beside his bed. Yes, it's Captain Dynamo. Ever more desperate to come up with new and exciting characters (and too often reverting to strange, pale, boneless aliens), the Codies have latched upon the notion of an old person called Ernest P Dynamo.

The plot is, at least, original; Austen Flyswatter, a criminal specialising in nicking expensive diamond collections, has gone for the second biggest diamond haul in the world, belonging to the totally fictitious Lady Phyllis Uppenhoofen (the largest, of course, being owned by our very own Lisa Nicholls).

By a coincidence of almost biblical proportions, Flyswatter himself is in his 80s, giving the Captain a decent chance of hobbling marginally faster, and catching him as he tries to escape in a large, environmentally-harmful rocket to, the moon. Luckily, oldsters don't need as much oxygen as normal people, so this is a viable proposition on paper at least.

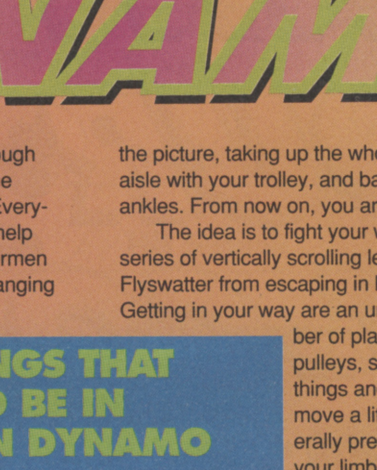
So, after all the above nonsense, you step into the picture. Or rather you shuffle sadly into the picture, taking up the whole supermarket aisle with your trolley, and banging into people's ankles. From now on, you are Captain Dynamo.

The idea is to fight your way to the top of a series of vertically scrolling levels and stop Mr Flyswatter from escaping in his rocket, basically. Getting in your way are an unfeasibly large number of platforms, wheels, pulleys, spikes, rotating things and tiny doofers that move a little but but are generally pretty still. Seeing as your limbs aren't what they were (operational, that is), you aren't going to find the climb an easy one. But luckily, the Codies have thought of this, and they fully intend doing away with any 20-second time lapses between thinking about doing something and your limbs actually starting to move. There are some limits to realism.

The game is shaping up to be a classic. The vertical gameplay idea has been seen before, but it always makes a change (usually about 90 degrees' worth). Graphics and sound that are well up to the Codies' usual high standards won't do *Captain Dynamo* any harm either.

10 THINGS THAT SHOULD BE IN CAPTAIN DYNAMO

1. False teeth.
2. Ties worn *outside* jumpers.
3. Walking slowly along pavements.
4. Dithering in bus doorways.
5. Endless talk about the war.
6. Our Bert.
7. What it was like growing up with no electricity or running water…
8. …Before the Earth cooled…
9. …And the dinosaurs came.
10. Young people who have no respect these days (*Like you James? – Ed.*)



You're as old as you feel – in this case about 3,102.

Game	Captain Dynamo
Publisher	CodeMasters
Price	£3.99 cass
Available	November
Contact	0926 814132

SNIPPETS

MASSIVE SALES

Gather ye round and hear some good news. *Commodore Format* is now selling more copies than ever before! It's true. The World's best-selling C64 mag (us, in other words) now has an official Audited Bureau of Circulation (ABC) figure of 60,045. That's about 5,000 more than last year's figure! So we would like to say thanks for supporting the rather brilliant 64, and for buying this awesome work of genius that is *CF*.

MORE SHOWING OFF

The Future Entertainment Show

More news on what's already being called the Show of Shows. The Future Entertainment Show, on 5th to 8th November, is expected to attract 100,000 visitors. Commodore will be there in force, and as well as all the software houses that matter, there'll be loads of Sega and Nintendo stuff, a huge video wall, games arcades, competitions, rides, virtual reality and the televised finals of the first ever National Computer Games Championships (see *Telly Addicts* below).

And the *CF* crew will all be there as well. You'd be a total clown to miss it!

TELLY ADDICTS

Another telly program about computer games is starting on Thursday 29th October. Called *Bad Influence!*, it'll run for 13 weeks on ITV and will be presented by Andy Crane (without Edd the Duck, hopefully) and someone called Violet Berlin. (is that a pseudonym?)

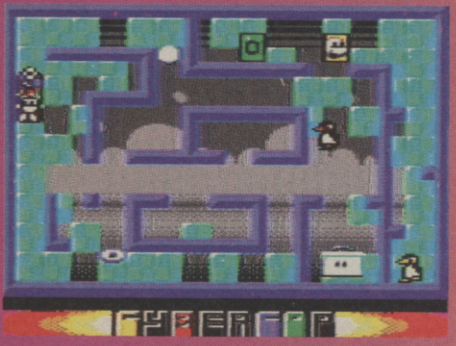
Guest reviewers (between the ages of ten and 16) will check out all the latest releases, and there will be a hints section, a Desert Island Discs section and a look at the latest hardware.

Bad Influence! will also show the finals of the National Computer Games Championship which will be held at the Future Entertainment Show in November. It sounds brilliant.

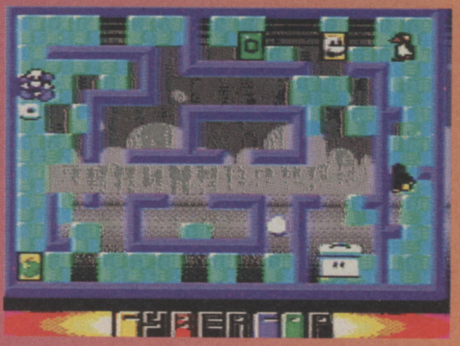
CHEAP COMMODORES

Commodore are launching a new C64 pack costing £149. It'll contain two games from Manchester marvels, Ocean – *The Addams Family* and *Parasol Stars*. Also in the package will be a 1541 disk drive, which normally costs £135 on its own, so you're virtually getting a free disk-drive with your computer (or a free computer with your disk drive depending on which way you want to look at it).

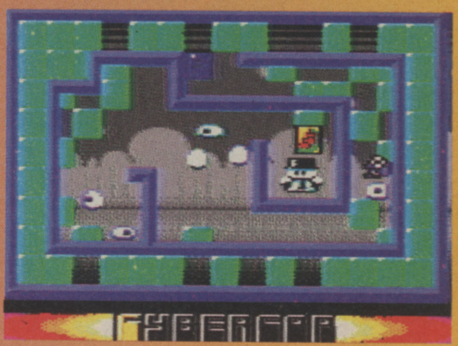
The bundle, which should available by the time this issue goes on sale, will sell alongside the existing *Terminator* Cartridge pack, and will be mainly available through mail order.



Amazingly, this green is exactly the same colour as the carpets, wallpaper, hand towels and lampshades in Trenton's house... (*I heard that! You're fired! – Ed.*)



This one was painted by Renoir. It's called *The Death of Seymour*. The original is hanging in the Rijksmuseum in Amsterdam. Note the fine brush-strokes and little pixelly bit.

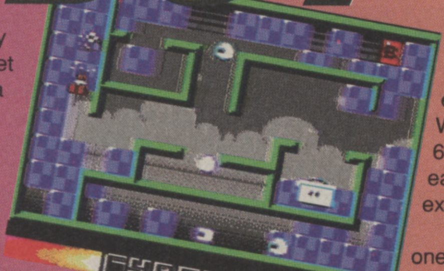


The first level looks a bit tricky. The sort of level not even Magnus Magnusson could breeze through with scarcely a thought for the rest of us. (*What are you on about? – Ed.*)

SERGEANT SEYMOUR ROBOT-COP

Once those canny CodeMasters get their teeth into a character, they certainly don't want to let it go. Look at the number of *Dizzy* games they've done. And everyone's favourite blobby white thing, Seymour, is proving just as durable. This time around he's encased in armour; in a strange and hideous parallel to the film *RoboCop*, Seymour has been changed into a half-metallic, half-white blob mutation. This makes him ideal for hunting down criminals.

But the criminals Seymour has got his eye on aren't your run-of-the-mill villains. No, they're snowball-type thingies and penguins which live in a vast complex of mazes. There are five areas, each with ten levels. There's the city zone, the ice zone, neptune zone, spook zone and the future zone. So, that makes 50 levels in total, right? Wrong. There are 60 levels, because each zone has two extra bonus screens.



This is what CodeMasters call 'being killed'. Apparently it's to be avoided in Sergeant Seymour. Not that we understand this sort of technical jargon. We leave that to Andy Roberts.

Seymour has got one trick up his sleeve – an extendible robotic arm (up his sleeve, get it?). He can send this whizzing off in a straight line after any of the crims. It grabs them, then chucks them against a wall (where, after colliding, they're either dead or arrested – it doesn't matter which).

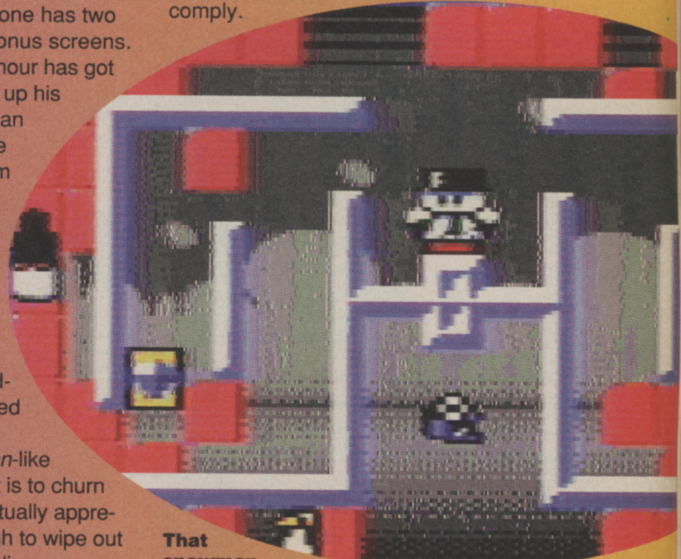
At the centre of each *Pac-man*-like maze is a big baddie whose job it is to churn out these offenders. You can't actually apprehend him, but if you're fast enough to wipe out all the henchmen he's made, he dies.

There's another way of beating the boss; collaring the little crims sometimes leads to them dropping a letter (of the alphabet variety, that is, not the sort you stick in a postbox). Collect enough of these to spell out CYBERCOP and you'll have instant success, glory and a billion points (perhaps).

Sergeant Seymour is a bit like *Cool Croc Twins* to play. There's the same sense of rushing about trying to deal with about ten things at once. It's like the ancient Greek hobby of plate spinning. (*No it isn't! – Ed.*)

So far we've only seen an early incomplete version of the game but even at this stage it's totally addictive. Dave even forgot to eat his 11 o'clock sandwich, which is almost unheard of! There are tons of collectables you can nab with your extendible 'long arm of the law'. There are slow-downs, speed-ups, freeze baddies, laser bolts and other goodies. But don't rejoice too much because there are also bombs which will destroy you if you try to collect them.

Sergeant Seymour Robot-Cop should be ready for review in time for our next issue, giving you plenty of time to lay down your weapons and comply.



That snowman may look like a nice guy but he's actually a fiendish baddie creating evil penguins intent on world domination.

Game	**Sergeant Seymour**
Publisher	**CodeMasters**
Release	**September**
Price	**£3.99**
Contact	**0926 814132**

WHY SEYMOUR CAN NEVER BE ROBOCOP

1. RoboCop is metal. Seymour is a flabby blob of white jelly.
2. RoboCop has a powerful handgun. Seymour has a detachable limb.
3. RoboCop is quite a hard dude. Seymour is quite a lard dude.
4. RoboCop was once human. Seymour was once a tub of Golden Churn.
5. Er... um... er...
6. There're loads of other differences too.

ELSPA
PENGUIN
CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

The CHARTS

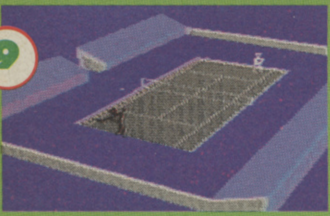
1

Holding on to the top of the charts with an almost Bryan (spotty) Adams-like tenacity is *Arnie*. Everything he does he does for a Lear jet.

7

Proving that a fish out of water doesn't have to face a battaring, *James Pond – RoboCod* stops floundering in the mid-teens and powers back into the top ten.

9



"And he painted matchstick men, and matchstick cats and tennis players." Lowry's famous lost *International 3D Tennis* masterpiece. Culture or what?

14

Gorilla tactics are what's needed here. They say Toki's Dad was a bit of an adventurer as well, which must make Toki a chimp off the old block.

17

Aarghh! It's horrible. All those American kids and no axe-wielding maniac around to dispatch the lot of them. *Summer Camp* zooms up the chart 11 places.

CF'S TOP 80 GAMES

1	**ARNIE**	▶	**Zeppelin**	**£3.99**
2	**GOLDEN AXE**	▲	**Tronix**	**£3.99**
3	**RAINBOW ISLANDS**	▼	**Hit Squad**	**£3.99**
4	**ITALIA '90**	▶	**Tronix**	**£3.99**
5	**SUPER OFF ROAD**	▲	**Tronix**	**£3.99**
6	**PRO TENNIS TOUR**	▲	**Hit Squad**	**£3.99**
7	**JAMES POND – ROBOCOD**	▲	**Millennium**	**£11.99**
8	**GRAEME SOUNESS SOCCER MANAGER**	▼	**Zeppelin**	**£3.99**
9	**INTERNATIONAL 3D TENNIS**	▲	**GBH**	**£3.99**
10	**DJ PUFF**	▲	**CodeMasters**	**£3.99**

11	F16 Combat Pilot	Action 16	£3.99
12	Dizzy Down the Rapids	CodeMasters	£3.99
13	Lotus Turbo Challenge	GBH	£3.99
14	Toki	Ocean	£14.99
15	Creatures 2	Thalamus	£10.99
16	Test Master	E&J	£3.99
17	Summer Camp	Kixx	£3.99
18	Bubble Dizzy	CodeMasters	£3.99
19	Bubble Bobble	Hit Squad	£3.99
20	Multi-Player Soccer	Cult	£3.99
21	Manchester United	GBH	£3.99
22	Championship Wrestling	Kixx	£3.99
23	Dizzy's Excellent Advent	CodeMasters	£9.99
24	Champion 3D Snooker	Zeppelin	£3.99
25	RoboCop	Hit Squad	£3.99
26	Emlyn Hughes Soccer	Touchdown	£3.99
27	New Zealand Story	Hit Squad	£3.99
28	Multimixx 1 Golf	Kixx	£4.99
29	Magicland Dizzy	CodeMasters	£3.99
30	Ultimate Golf	GBH Gold	£4.99
31	Combat Pack 3	Zeppelin	£3.99
32	Microprose Soccer	Kixx	£3.99
33	Quattro Megastars	CodeMasters	£3.99
34	WWF Wrestlemania	Ocean	£10.99
35	The Addams Family	Ocean	£10.99
36	RoboCop 3	Ocean	£14.99
37	Turrican 2	Kixx	£3.99
38	Battle Command	Ocean	£14.99
39	Shoot-'Em-Up Con Kit	GBH	£4.99
40	Seymour GT Hollywood	Codemasters	£3.99
41	Viz	Tronix	£4.99
42	Chase HQ	Hit Squad	£3.99
43	Space Crusade	Gremlin	£10.99
44	Treble Champions	E&J	£3.99
45	Dizzy Collection	CodeMasters	£9.99
46	Midnight Resistance	Hit Squad	£3.99
47	Go For Gold	Kixx	£3.99
48	Double Dragon 2	Tronix	£3.99
49	Stunt Car Racer	Kixx	£3.99
50	Slightly Magic	CodeMasters	£3.99
51	Bod Squad	Zeppelin	£3.99
52	World Cricket	Zeppelin	£3.99
53	Turrican	Kixx	£3.99
54	Batman – The Movie	Hit Squad	£3.99
55	Gunship	Kixx	£3.99
56	American 3D Pool	Zeppelin	£3.99
57	4 Quattro Fighters	CodeMasters	£3.99
58	SCI	Ocean	£19.99
59	Moonwalker	Kixx	£3.99
60	Multimixx 4	Kixx	£4.99
61	RoboCop 2	Ocean	£19.99
62	Hit Pack 1	Zeppelin	£3.99
63	Rick Dangerous	Kixx	£3.99
64	Shadow of the Beast	Ocean	£19.99
65	Edd the Duck	Zeppelin	£3.99
66	The Simpsons	Ocean	£10.99
67	Europe Football Champ	Domark	£10.99
68	Ghouls 'n' Ghosts	Kixx	£3.99
69	Fantasy World Dizzy	CodeMasters	£3.99
70	Quattro Skills	CodeMasters	£3.99
71	Quattro Fantastic	CodeMasters	£3.99
72	Strider	Kixx	£3.99
73	Paperboy	Encore	£2.99
74	Last Ninja 2	Hit Squad	£3.99
75	International Ice Hockey	Zeppelin	£3.99
76	Cyberball	Hit Squad	£3.99
77	Road Runner	HITEC	£3.99
78	Cartoon Collection	CodeMasters	£9.99
79	Sly Spy Secret Agent	Hit Squad	£3.99
80	Murray Mouse	CodeMasters	£3.99

THE KEY

GOING UP ▲ GOING DOWN ▼ NEW ENTRY **NEW** STANDING STILL ▶

24

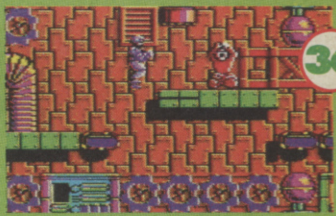
***New Zealand Story* has kiwis in it. But no sheep. And no rugby team. Although the New Zealand rugby team *are* nicknamed the Kiwis. Strange that.**

26

Carter
McTavish
MATCH
Audiogenic
EARLY

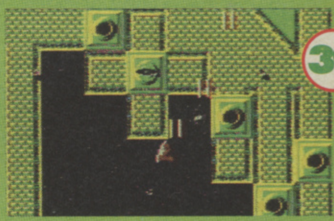
"What happened next, Emlyn?" "Did the goalkeeper turn into a lay-by, Dave?" "I'm going to have to pass that one across." "But I haven't plugged me game, yet!"

36



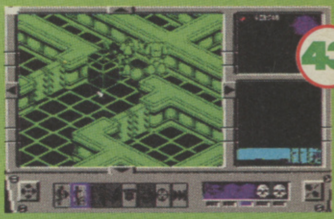
All three *RoboCops* are in the charts. The original and first sequel plummet while *RoboCop 3* blasts in from nowhere – but does it give away the plot of the film?

39



Q: how you can you buy an infinite amount of games for just £4.99 A: buy the *Shoot-'Em-Up Construction Kit* now out on budget. Roger's all a-fluster.

43



***Space Crusade* is a role-playing game, so fling a sheet over your shoulders and pretend to be Ghandi, or stick a cowpat on your head and be Bruce Forsythe.**

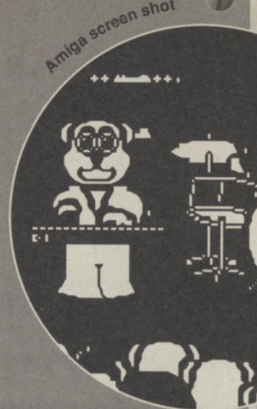
WAIT FOR IT...

All over the world, teams of creative humanoids are coding the games we'll be playing in the months to come. By the miracle of technology we show you what these games will be, and when...

PSYCHO'S SOCCER SELECTION

UbiSoft

Stuart Pearce's faves, Kick Off 2, World Championship Soccer, Fighting Soccer *and* Manchester Utd *in one box!*


Amiga screen shot

SPELLING FAIR

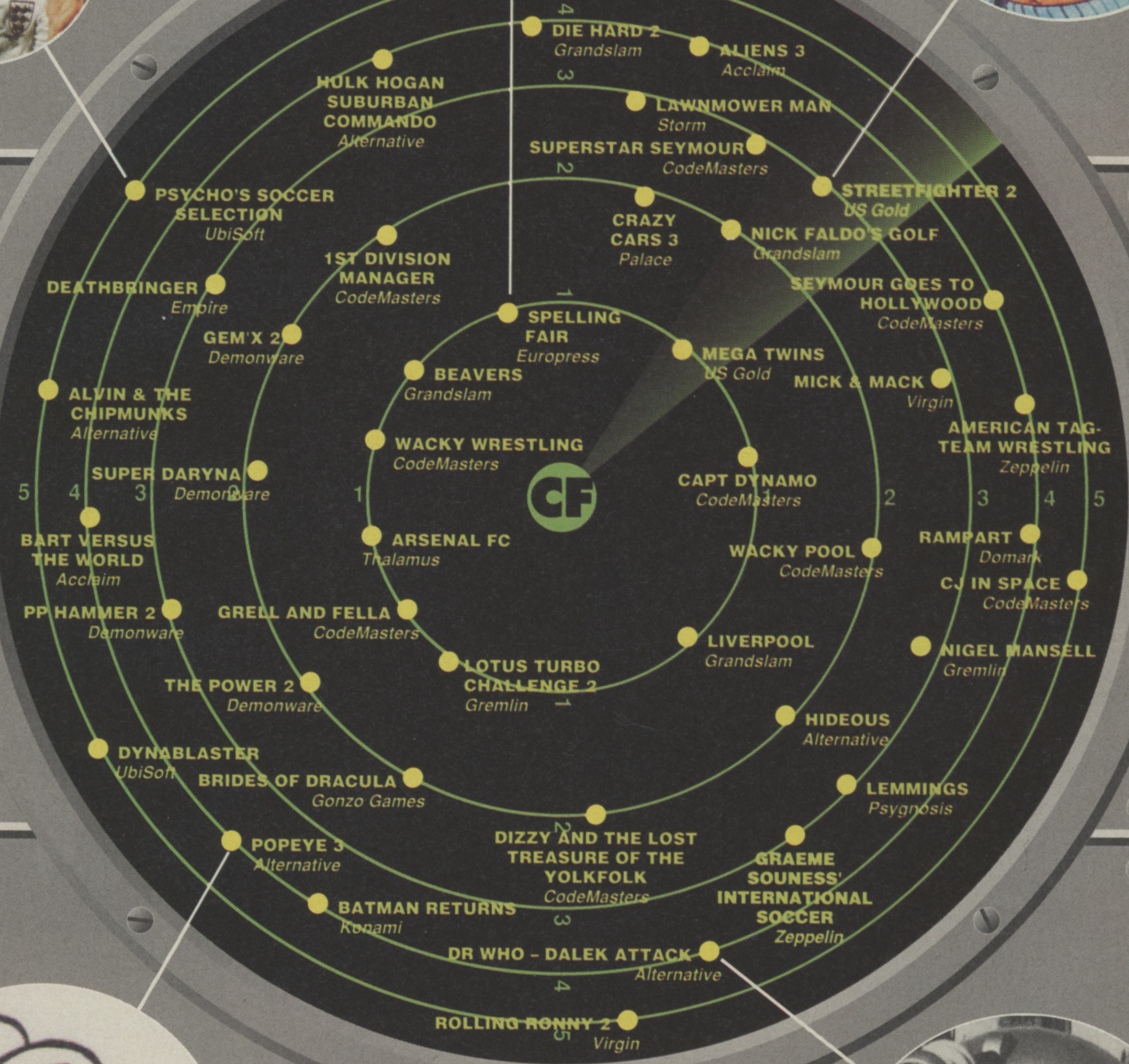
Europress

If you're between the ages of 7 and 13, this one's for you. You'll discover the delights of plurals, suffixes, prefixes and homophones. And no, we aren't sure what homophones are either.

STREETFIGHTER 2

US Gold

Taken from the CapCom coin-op, this involves a serious amount of face-punching fun.


DIE HARD 2
Grandslam
ALIENS 3
Acclaim
HULK HOGAN SUBURBAN COMMANDO
Alternative
LAWNMOWER MAN
Storm
SUPERSTAR SEYMOUR
CodeMasters
PSYCHO'S SOCCER SELECTION
UbiSoft
STREETFIGHTER 2
US Gold
CRAZY CARS 3
Palace
NICK FALDO'S GOLF
Grandslam
1ST DIVISION MANAGER
CodeMasters
DEATHBRINGER
Empire
SEYMOUR GOES TO HOLLYWOOD
CodeMasters
SPELLING FAIR
Europress
GEM'X 2
Demonware
MEGA TWINS
US Gold
BEAVERS
Grandslam
MICK & MACK
Virgin
ALVIN & THE CHIPMUNKS
Alternative
AMERICAN TAG-TEAM WRESTLING
Zeppelin
WACKY WRESTLING
CodeMasters
SUPER DARYNA
Demonware
CAPT DYNAMO
CodeMasters
CF
BART VERSUS THE WORLD
Acclaim
ARSENAL FC
Thalamus
WACKY POOL
CodeMasters
RAMPART
Domark
CJ IN SPACE
CodeMasters
PP HAMMER 2
Demonware
GRELL AND FELLA
CodeMasters
LIVERPOOL
Grandslam
NIGEL MANSELL
Gremlin
THE POWER 2
Demonware
LOTUS TURBO CHALLENGE 2
Gremlin
HIDEOUS
Alternative
DYNABLASTER
UbiSoft
BRIDES OF DRACULA
Gonzo Games
LEMMINGS
Psygnosis
POPEYE 3
Alternative
DIZZY AND THE LOST TREASURE OF THE YOLKFOLK
CodeMasters
GRAEME SOUNESS' INTERNATIONAL SOCCER
Zeppelin
BATMAN RETURNS
Konami
DR WHO – DALEK ATTACK
Alternative
ROLLING RONNY 2
Virgin
1
2
3
4
5

POPEYE 3

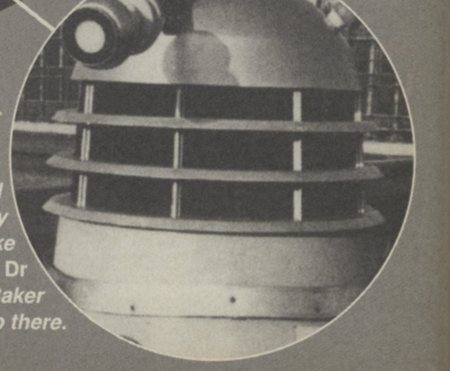
Alternative

It's about wrestling, it's crazy and it's called Wrestlecrazy. Popeye *chugs some spinach and has to go and lie down for a while. Crazy or what?*

DR WHO – DALEK ATTACK

Alternative

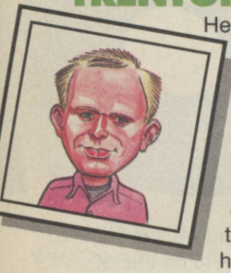
The CF *crew are proud to announce that they hid behind the sofa like everyone else during* Dr Who. *Oh, and Tom Baker was the best Doctor. So there.*



We live in a world filled with accidents, pain and general discomfort. Well the CF crowd does anyway. So let's find out their worst moments involving pain, hospitals and other squeamish things. Why? Because we're running out of good ideas for the amusing introduction to...

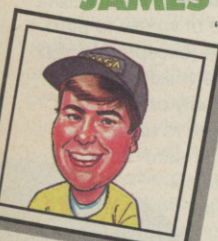
POWERPLAY

TRENTON WEBB



He's a hard man is Trent. At least as hard as the front of a school. "I once tried to headbutt my local comprehensive to death. But nutting a doorjamb, I accidentally bit my tongue. I was rushed to hospital by on-lookers and spent three days under observation. I think a nurse did it through a hole in the ceiling."

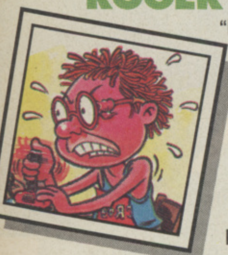
JAMES LEACH



"Hospital was was awful. One minute I was lovely and warm, the next I was freezing. This nasty big doctor held me upside down and kept slapping me.

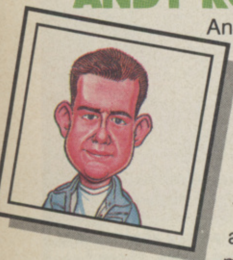
"I screamed and screamed. Then he cut the umbilical cord, put a tag on my wrist and shoved me in a cot. It's the last time I'm going to hospital, I can tell you."

ROGER FRAMES



"Pain and I are no strangers. In fact we're on first name terms. He calls me Roger and I call him Gordon. That's his name, you know... What? Oh, sorry. I thought you meant Mr Payne from the sweet shop. The worst pain I can think of is having my wallet surgically removed every time I have to spend money."

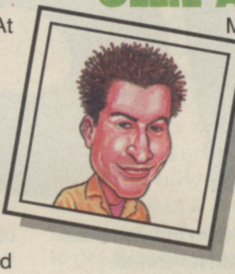
ANDY ROBERTS



Andy has, through the skillful application of hypnosis, overcome all pain. "I can reduce even the most serious injury to a mere itch. It's easy enough to do. Trouble is, the itch is always in the middle of my back, so I have to carry a pool cue everywhere, just so I can scratch it."

We don't believe a word of it, Andy.

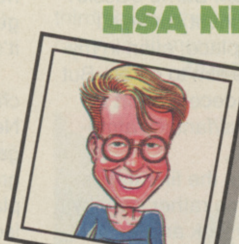
OLLIE ALDERTON



Most of Ollie's injuries come from pogo-ing at his fave 'punk gigs'.

"I was jumping next to this really fat bloke and he landed on my feet. They look like flippers now. The doctors say that although I may waddle instead of walk, I'll be able to beat any dolphins in an underwater swimming race. I reckon I was lucky, really."

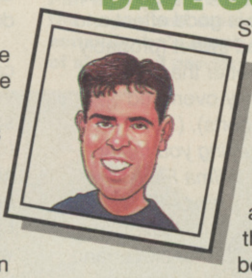
LISA NICHOLLS



Lisa was sun-bathing in Cannes when we called, but her personal assistant told us: "Ms Nicholls doesn't have pain. She pays me to suffer for her. Right now I'm having one of her more severe headaches. I'm sorry but I must lie down in one of my mistress' 60 bedrooms."

We counted Lisa's bedrooms. *At least* 60.

DAVE GOLDER



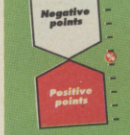
Strangely, Dave claims he has Post-Traumatic Stress Disorder: "I still have nightmares about Vietnam. The dust, the rubble, the noise. I went there last year you see, and they hadn't finished the hotel. It'll be years before I stop having what my psychiatrist calls my 'unfinished hotel' dreams. I was glad when they evacuated us."

THE MIGHTY BRAIN

"Being omni-dimensional, I don't have nerve-endings, so I can't feel 'pain' as you humans know it. But I do feel the tormented anguish of the stars. What? You didn't know the stars were suffering? Well, how would you like it if your outer surface was 6,000 degrees centigrade? It's pretty blimmin' painful for them, I can tell you, matey."

Bits'n'Bobs

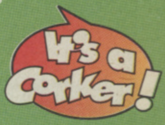
Commodore Format's review system is immensely complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't have a chance of getting to grips with its intricate complexities). What we do is tell you exactly what the good points are and what the rubbish bits are about each game. See. Very complicated, like we warned you it would be.



CF RATINGS

Also frighteningly technical is this box-type thing. It shows you at-a-glance what the most important positive and negative factors about the game are.

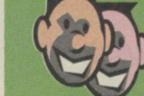
Next to it is an indecipherable rating mark. Over 90 per cent means that the game is officially a Corker, and is thus eligible to a seat in the European Parliament in Brussels (or Strasbourg or wherever).


It's a Corker!

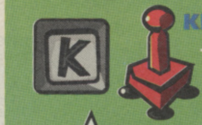
It also means that if you don't rush out and buy the game immediately, people in supermarkets will ram your ankles with their trollies to teach you a lesson.

GAME ICONS

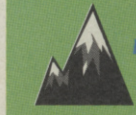
A bloke called Trevor invented these ages ago, and they're still in use today. He certainly built them to last, did Trev. What they mean is anyone's guess, though...



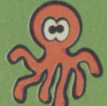
FACE – Number of players Might just refer to how many folk can participate.



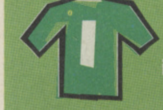
KEYBOARD/JOYSTICK – Could possibly signify those important control mechanisms.



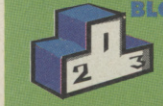
MOUNTAINS – Probably has nothing to do with any available difficulty levels in the game.



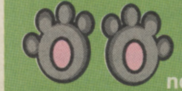
OCTOPUS – Multi-load, but it might mean that a cephalopod is included with every game.



GOALIE'S SHIRT – Peter Shilton has indicated in writing that there's a save option.



BLOCKS – Increase your height painlessly, whilst simultaneously getting your initials on a hi-score table.



PAWS – Pause mode? No. It can't mean this. Surely not. Nightmare! It *does*!

Grab your special flying trousers and spread that pixie dust because Hook has arrived. Does it evoke happy thoughts or does it deserve a panning? Lost Boy James Leach finds out.

NEVER LAND
GHOST MI.E

You take the A32 from Nevertree, bear left to the Enchanted Forest and then keep on going until you pass the Ghost Mine. Then join the M1.

HOO

What's it like in the computer version of Neverland, then? (*Wasn't it called Never Neverland in the original JM Barrie classic? – finnicky Prod Ed.*) Well, I must confess I haven't actually visited the place, even in my dreams, so I've only got the film to go on. But Ocean have made a pretty decent effort to capture the strange historical/fantasy atmosphere of Spielberg's movie.

When you load up, the first things you see are some rather swanky graphics of Hook and Tinkerbell – shortened, for some obscure reason, to Tink throughout. Tink flies around the screen looking pretty and getting in the way of the words. In fact, this is good effect and looks dead sweet (probably even better than Julia 'slightly-overrated' Roberts). (*You'll be saying you fancy Wilma Flintstone next – Ed.*)

Next a map of Neverland appears. Here you must choose the places you want to visit. To finish the game, you've got to do the lot, (though not all are available from the start – some levels are only reachable once you have completed others) so you're bound to get to see everything if you keep playing, but it's nice to have this choice of where to start.

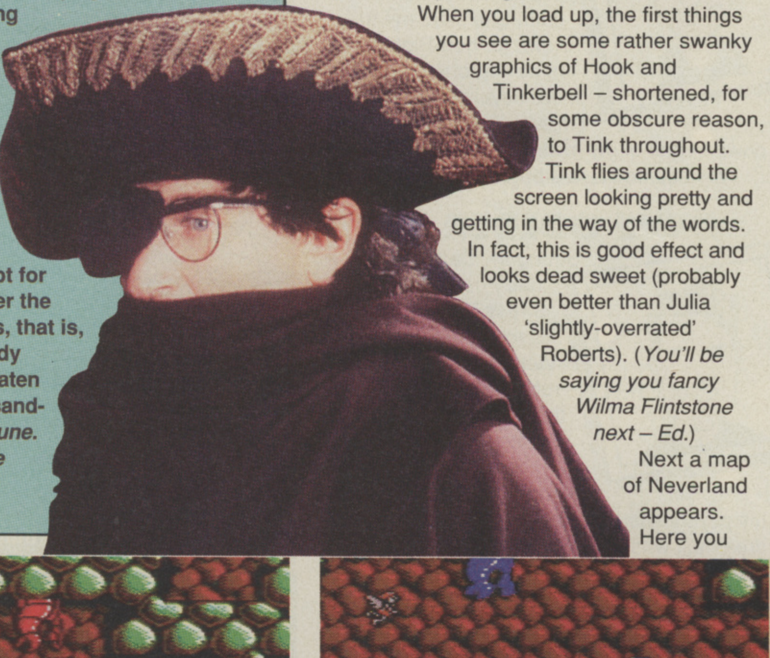
And with little further ado (except a longish chunk of loading time) you're whisked into Neverland. And there are plenty of varying gameplay styles waiting. If you're on the ground, you have a pretty standard platform game. You've got to collect scattered objects, get Tink to follow you and avoid or kill a variety of nasties with your special sword (which may be special but looks rather weedy as it darts in and out during combat).

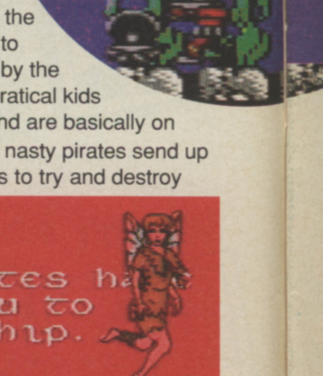
Of course, Pan can fly as well. He's not very good at it, though, so needs happy thoughts (don't we all?) to stay in the air. These are attached to balloons sent up to him by the Lost Boys, a group of piratical kids who live in Neverland and are basically on your side. Hook and his nasty pirates send up dynamite-laden balloons to try and destroy

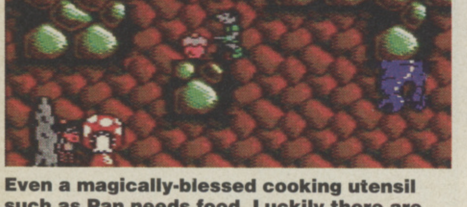
HOOKED BY THE MOVIE

If you haven't seen the film, it's all about a bloke, Peter Banning (played by our fave American humorous bod, Robin Williams), who is a complete money-grabbing, selfish, desperate-to-be-successful entrepreneur. (*Sounds good to me – Roger.*) His kids, who he neglects, have been hook-napped by the nasty Captain and Peter has to go and rescue them. In doing so, he rediscovers his lost youth as Peter Pan, learns how to fly again, gets chatted up by Julia Roberts (playing Tinkerbell) and waves a sword at folk.

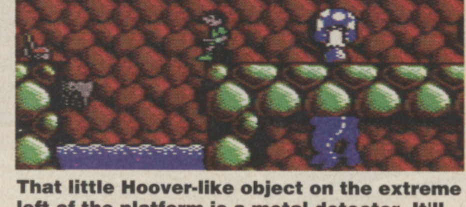
If you're expecting a typically happy ending, well, fair enough, it's got one. Except for the bit just after the closing credits, that is, when everybody gets horribly eaten by one of the sandworms from *Dune*. (*You just made that up! – Ed.*)



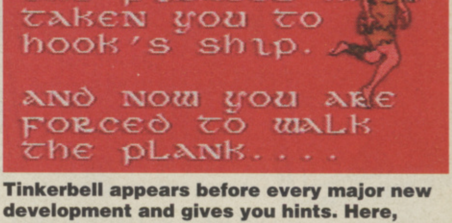




Even a magically-blessed cooking utensil such as Pan needs food. Luckily there are some fairy (geddit?) cakes around. These ones, though, are about three feet tall.



That little Hoover-like object on the extreme left of the platform is a metal-detector. It'll flash whenever you find some buried treasure. (*I want it! Give it to me! Me! – Roger.*)



oh NO

the pirates ha
taken you to
hook's ship.

AND NOW you are
forced to walk
the plank....

Tinkerbell appears before every major new development and gives you hints. Here, she's just gloating over your foul-ups. But as she's a pixie, you can't punch her head in.

you. So, er, you avoid these. And while all this is going on, you must keep out of the way of any other baddies who might wander on and mess with your best efforts. Even a thunderstorm gets a look in to cause you misery and ruin those precious happy thoughts. The flying sequence works well – it's hectic and you've just got to keep grabbing the correct balloons in order to keep going.

As well as the flying and the arcade platform sequence, which does actually look like a console game, there's a fighting bit. Basically, Rufio, one of the Lost Boys, decides you're a bit of a dweeb, and intends to prove it by chopping you into seriously small pieces with his sword. Fight on, dude, because you get to chop back!

It must be said that games with different gameplay styles in them are certainly entertaining. Ocean have got *Hook* right because there is a distinct atmosphere which runs through the whole thing. But there are also a lot of different things to do in the different sections. We're not talking about a simple (if big) platformer here. We're talking about several games rolled into one.

We're talking several games rolled into one

So if you've beaten your way through the various zones in Neverland, you've avoided walking the plank and having to survive underwater in the Sunken City (deep breaths needed here), you get to the ultimate challenge – trying to beat Captain Hook himself in a straight sword-fight (well, you can use curved swords if you want). It's like the Rufio battle, only a lot more difficult

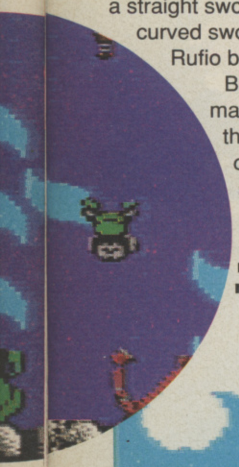
But Hook has one major fault; many of the sections just aren't that difficult. The platformy bits can be rapidly beaten. Sections such as the Underwater Zone are slightly more testing, but don't really redress the balance. Concentration. That's the key. You'll beat it the game little trouble if you put in a bit of thought.

The graphics are both impressive and, once you've seen most of the sections, a bit of a let-down. Plenty of thought has gone into how the whole thing looks, and, as I said earlier, the overall style is consistent. But the main sprite (and here I'm talking about Peter Pan, not Tinkerbell, who's a *real* sprite) doesn't have quite enough colour. Some of the backgrounds are a little under-detailed as well, giving the game that consoley look. It's okay, but the 64 is capable of more.

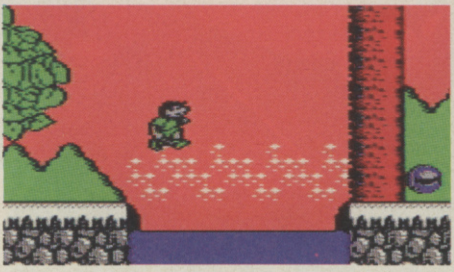
The sound effects are pretty good, if a little sparse. There's a jingly tune, which you can switch off when you get fed up with it. It's not Mozart, but there is much worse around.

So let's see. We've got an impressively large game (with the penalty of having to wait for bits of it to load). There are some decent graphics and good sound effects. It also has a certain individual style which is great to see in a licence of a such a stylish film. But *Hook* is just too easy. Its size doesn't make it hard to get through. If you're a good game-player, you'll have this one cracked before you can say, "the third star on the right and carry on 'til morning."

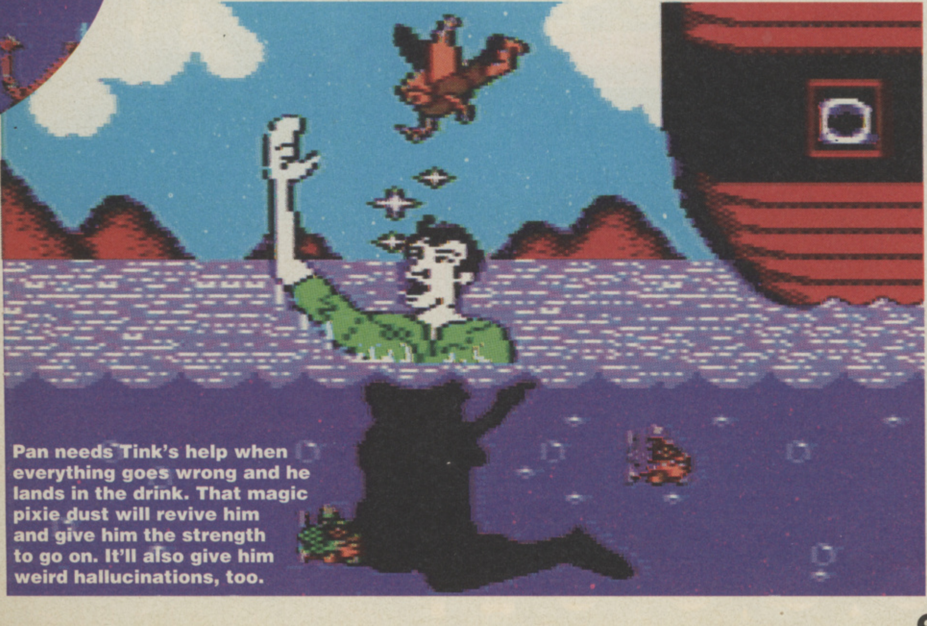
JAMES LEACH



The underwater section has a very different feel. Point in the right direction, then hit fire to make a swimming stroke.



Pan is crossing a magic bridge made out of the hopes and dreams of little children. But sensibly, he'd much rather it was made out of steel and pre-stressed concrete.



Pan needs Tink's help when everything goes wrong and he lands in the drink. That magic pixie dust will revive him and give him the strength to go on. It'll also give him weird hallucinations, too.

Ian
Cyclopedia

IAN CYCLOPEDIA INVESTIGATES PIRATES

A pirate is defined as, 'one who breaks the law at sea'. In the 16th century, everybody was at it in the Spanish Main (or the Caribbean, as we now call it).

There were two sorts of pirates. There were the ones who were named after the colour of their beards, like Yellowbeard, Bluebeard, Blackbeard, Pinkbeard and British-Racing-Greenbeard. The other sort of pirates were those named after a part of their anatomy that was missing and had been replaced. For example, Peg-leg Pete, One-eyed Jack, Wooden-spleen Tim and No-toenails McCoy.

Pirates had their own curious language. Here I've painstakingly translated it into modern English:

"Have at ye, varlets!"
Please accept this book token with my best wishes.

"I'll keelhaul any landlubbers!"
I am most concerned by the Exchange Rate Mechanism.

"Yo ho ho, shiver me timbers!"
Dry rot has rendered the wooden frame of this building unsafe.

Game	*Hook*
Publisher	*Ocean*
Cassette	*£10.99*
Disk	*£14.99*
Release	*Out now*
Contact	*061 832 1166*

POWER RATING

THE DOWNERS...

- Tons of boring loading.
- It's not as tough as it should be.
- Main sprite looks a bit pasty.

100

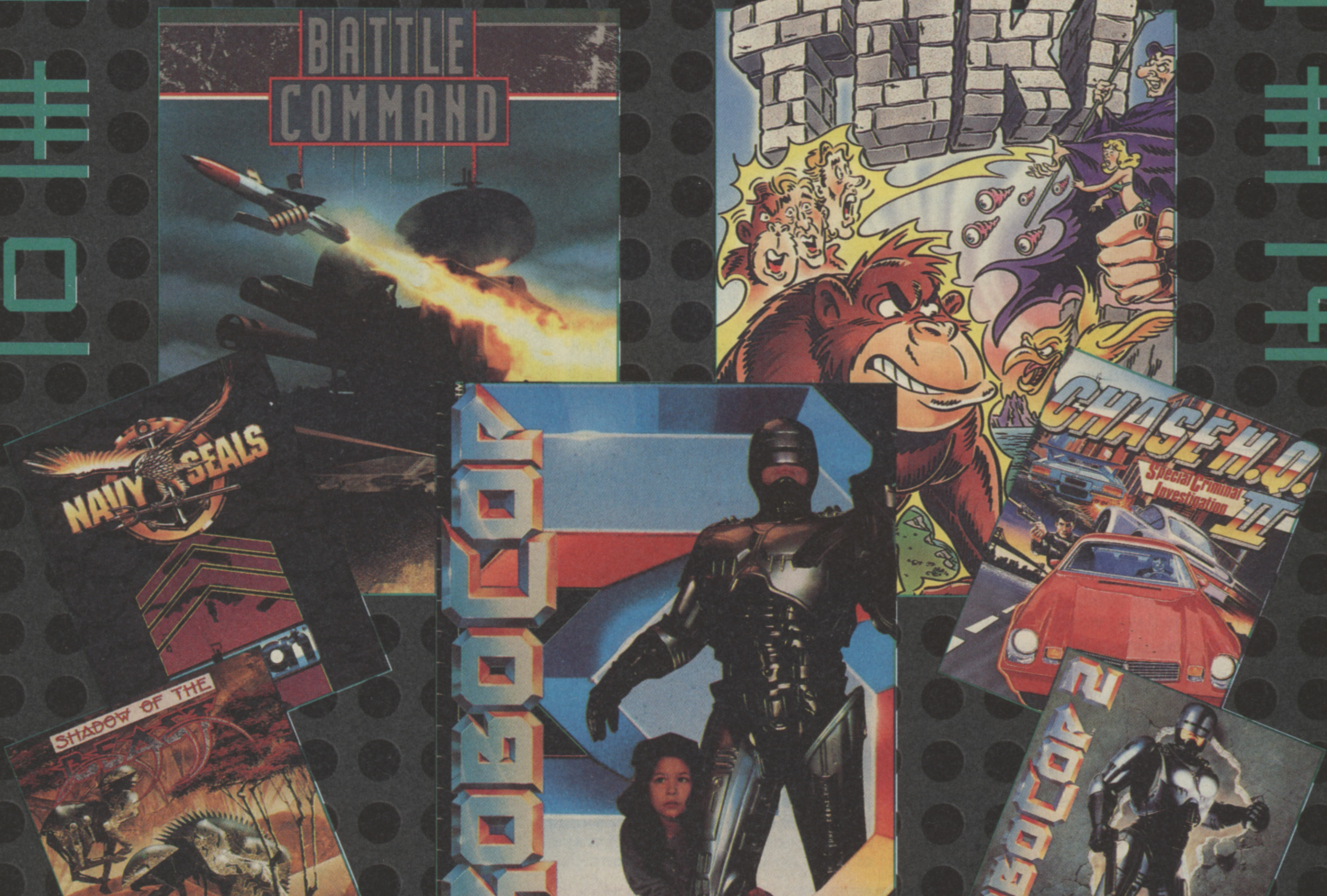
85%

0

- **Decent sound effects, both music and spot noises add a lot to the style.**
- **The levels are large and packed with loads of different baddies and obstacles.**
- **Lots of game-play styles combine to make *Hook* varied and interesting to play.**
- **Plenty of great witty and unexpected touches such as the banana skins, basketball and sideways bouncing walls.**
- **The game sticks with the film's plot pretty well. This is helped by loads of extra screens and other bonuses.**

...AND THE UPPERS

VIDEO POWER



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Andy Roberts' GameBusters

You want tips? We can give you tips. You want solutions? No problem. Maps? Sure. Tiger skin rugs? Um, try Harrods. But if it's a games problem you're having, then you're in the right place.

DEFENDERS OF THE EARTH

(Powerpack 23)

Regular GB contributor Richard Beckett pops up again with the solution to this rather jolly arcade adventure. And just in case you were wondering R=Right, L=Left and DOOR means go through the door.

From the start; R, R, R, DOOR, call PHANTOM, DOOR (once opened), get GUN, L, DOOR, enter other DOOR, R, R, collect LIFE, R, DOOR, L, L, collect GUN,R, call ZUFFY, DOOR (once opened), R, R, kill Spider W (fire repeatedly and jump the bullets).

R, R, DOOR, L, L, collect GUN, DOOR, R, R, R, R, R, call LOTHAR, DOOR (once opened), R, collect SHIELD, DOOR, L, L, L, call PHANTOM, DOOR (once opened), L, kill Dragon (fire repeatedly, duck to avoid the bullets and jump or shoot the tanks).

L, DOOR, R, R, call MANDRAKE, R (once hole is filled), R, DOOR, R, R, collect SHIELD, R, R, collect GUN, L, DOOR, R, R, call LOTHAR, DOOR (once opened), R, DOOR, L, L, DOOR, R, collect LIFE, R, call LOTHAR, DOOR (once opened), L, L, call MANDRAKE, L (once hole is filled), L, then prepare to meet Ming.

The best way to dispose of Ming is to stay to the right of screen and fire repeatedly at his head, jumping the bullets as they appear. Once he's dead, jump the hole and enter the door to the left to complete the game!

SLIGHTLY MAGIC

(CodeMasters)

Thanks to Marcus Earls for sending in this complete solution – a handsome Software Voucher will be winging its way to you shortly.

From the start: go RIGHT and collect the BUCKET OF WATER. Go LEFT and give the BUCKET to the DRAGON then go LEFT and get the second BUCKET. Give the BUCKET to the DRAGON on the ledge, collect the MEGAPHONE and the third BUCKET, fall down and get the PILE OF STONES. Go right and give the STONES to the ROCK MONSTER.

Collect the SKULL and jump upwards using the stars. Collect the MAGNET, go right and give the third BUCKET to SNORT THE FIRELIGHTER. Go to SIR RUSTALOT and use the MAGNET to catch the PIN. Go up and collect the BOOSPELL. Return to the creepy caves, jump up and use the PIN to pop the bubble then go up and right and pick up the WAND.

Go up again and collect the FLEA COLLAR. Approach the Wizard's SPELL BOOK then go to the room containing the two ghosts and use the BOO SPELL. Collect the HEARING SPELL and use it in the guard's room to get past. Collect the FLEASPELL and use it beside the GIANT'S HEAD to get thrown across the moat. Go down and collect the WATERING CAN, the FISH SPELL and the SCISSORS (avoid the banana skin).

Use the WATERING CAN on the PLANT. Jump up and go right until you come to the CHESHIRE CAT. Use the SCISSORS to cut the TAIL and collect the FISH BOWL. Use the WATERING CAN on the PATCH and fall down. Use the FISH SPELL as soon as you reach the bottom then go and collect the EXPLOSIVE SPELL. Pick up the the JELLY and give it to the JELLYFISH to let you go down.

Collect the PLUNGER then go to the 'Danger Falling Rocks' room and use the EXPLOSIVE SPELL – you will fall down and land in the sky, but don't bother to collect the DEAD MOUSE or INVISIBILITY SPELL. When you reach the cloud with two ghosts, collect the CANDLE and fall down, go left to the Elves woodland and use the CANDLE to scare them away.

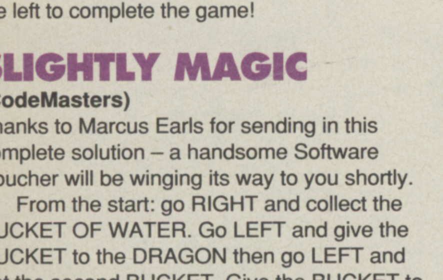
Collect the FEATHER and use the FLIGHT SPELL to fly up and get the COOKSPELL. Use the SPOONFUL OF SUGAR, go to the 'Home Sweet Home' room and use the COOK SPELL to free Hansel and Gretel. Find the WATER PISTOL, go to the room containing three Dragons and use the WATER PISTOL. Collect the GOLD KEY and go to the trapdoor, then collect the DEAD MOUSE and INVISIBILITY SPELL before you go down the trapdoor.

Use the INVISIBILITY SPELL and place the DEAD MOUSE in the CAT'S MOUTH (yeeuurrgh!). Collect the INKPOT, find the PENNY and use it in the WISHING WELL. Go down the well, left, down, left, down, left, down, jump across the hedge (avoiding the banana skin) on to the right-hand side of the screen, jump left and fall down, go right and collect the SUNTAN LOTION. Go right, down, left, down, left, down, left, then walk off the hedge and give the SUNTAN LOTION to the SUNBURNT DRAGON to finish the game!

"Right, that's Andy's prized stamp collection torn in half... if I can just remember the restoring part of the trick."

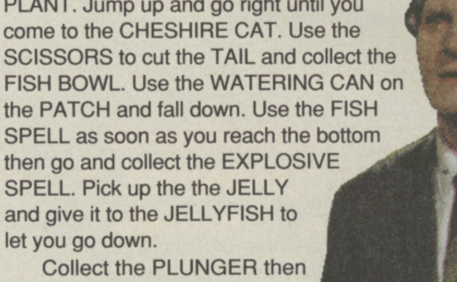
EVEN MORE POKES FOR THE MASSES!

Here's yet another crop of Action Replay POKEs, again courtesy of that seemingly inexhaustible pit of the things, Danish hacker Hasse Hansen. To use the POKEs freeze the game, press 'E' to enter the pokes, and then restart the game using F3.



BUG BOMBER (Kingsoft)

POKE 35349,165 – Infinite lives
POKE 40212,234
POKE 40213,234 – Infinite energy



CATALYPSE
(Genias)

POKE 22292,165 – Infinite lives
POKE 22175,234 – Invincibility

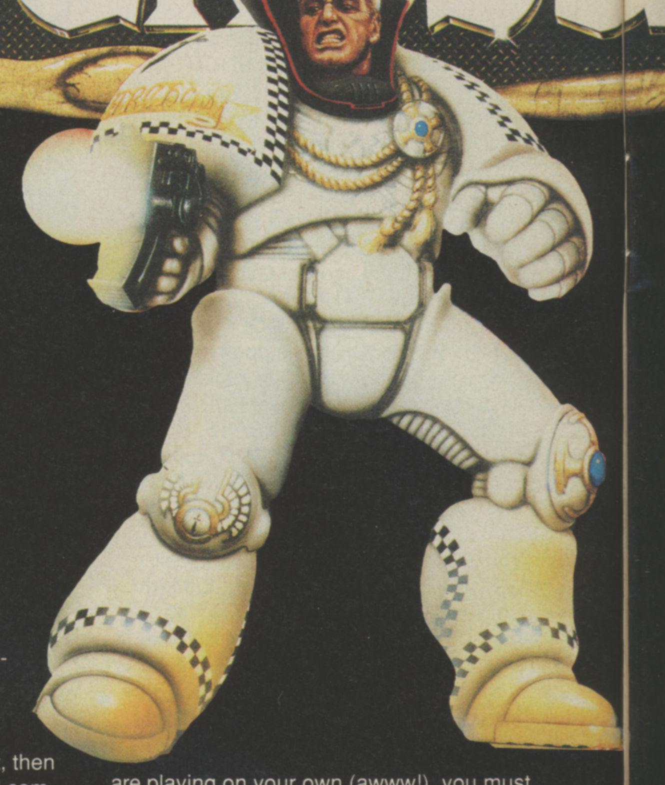
ARNIE
(Zeppelin)

POKE 13270,173 – Infinite lives
POKE 14022,173 – Infinite shots
POKE 13603,169
POKE 13604,1
POKE 13605,234
POKE 13606,234
POKE 13607,131 – Invincibility

FEED ME, FEED ME NOW!

The GameBusters section is a strange beast, which can only thrive on a steady diet of maps, tips, POKEs, solutions and other paraphernalia. And there's a £20 software voucher up for grabs every month for the sender of the tastiest piece of advice. Send your morsels to; Andy Roberts' Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

SPACE CRUSA

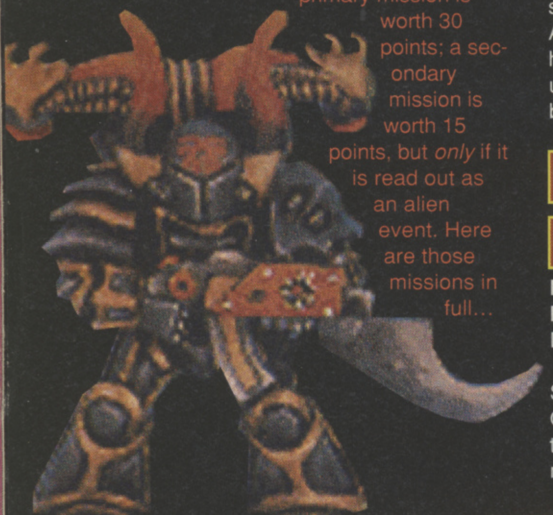


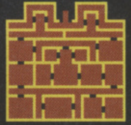
Space cadet training officer Andy Roberts beams down on to the CF Space Hulk once again to bring you the lowdown on the first six missions of this superb role playing game. Isn't he brave?

THE MISSIONS

The missions can be tackled in any order, although it's better to play them sequentially. Why? Basically, the later levels are very tough, so the earlier missions can be used to build up huge equipment reserves and orders to use on the later ones. Common sense, really.

Apart from the primary mission (which *must* be completed), there are also secondary missions to complete. To win a mission, you have to score enough points. Completing the primary mission is worth 30 points; a secondary mission is worth 15 points, but *only* if it is read out as an alien event. Here are those missions in full…





MISSION 1 SEEK & DESTROY

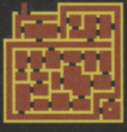
POINTS REQUIRED: 80
PRIMARY MISSION:
Destroy Dreadnought
SECONDARY MISSION:
Kill lone Android

The Dreadnought is located in the centre room at the bottom of the complex, surrounded by Orks and Gretchins. Approach from the left, sending your heavy weapon-bearing marines in first, then use your Commander in hand-to-hand combat (ONLY if he has a decent weapon).

MISSION 2 ELIMINATE & SURVIVE

POINTS REQUIRED: 80
PRIMARY MISSION:
Destroy aliens & Marines
SECONDARY MISSION:
Seek & destroy Dreadnought

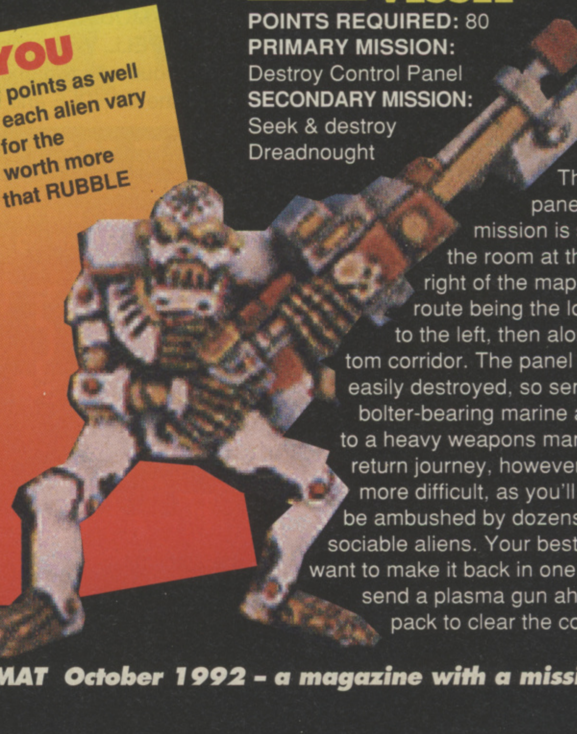
Quite a straightforward mission – basically blast the legs off anything that moves. If you are playing on your own (awww!), you must eliminate the infected Chaos Marines. These start the game on the docking claw at the far left (be very careful in that corridor). The huge room at the centre of the map houses the Dreadnought, accompanied by dozens of Orks, Gretchins, Soul Suckers and Androids. You are going to find that your assault cannon comes in most handy.



MISSION 3 DISABLE ALIEN VESSEL

POINTS REQUIRED: 80
PRIMARY MISSION:
Destroy Control Panel
SECONDARY MISSION:
Seek & destroy Dreadnought

The control panel for this mission is situated in the room at the bottom-right of the map, the safest route being the long corridor to the left, then along the bottom corridor. The panel itself is easily destroyed, so send in a bolter-bearing marine as opposed to a heavy weapons marine. The return journey, however, is much more difficult, as you'll no doubt be ambushed by dozens of not very sociable aliens. Your best bet if you want to make it back in one piece is to send a plasma gun ahead of the pack to clear the corridors.



A FEW POINTS THAT MIGHT INTEREST YOU

To successfully complete a mission, you must score a designated amount of points as well as completing the primary mission objective (see MISSIONS). The points for each alien vary from level to level, and also depend on whether or not the alien is the target for the primary/secondary missions. For example, the Dreadnought on level one is worth more because the primary mission is to destroy it. Get the picture? Oh, and note that RUBBLE also includes things such as the Control panel and Radioactive Canister.

	MISSION					
ALIEN	1	2	3	4	5	6
RUBBLE	4	1	1	-	10	-
GRETCHIN	2	1	1	1	1	1
ORK	2	1	1	1	1	1
ANDROID	6	2	2	2	2	1
CHAOS MARINE	3	5	1	2	1	1
CHAOS MARINE (HW)	4	5	1	2	2	1
CHAOS COMMANDER	4	5	1	2	2	1
SOUL SUCKER	6	2	2	2	2	2
DREADNOUGHT	10	4	10	3	4	4

MISSION 4 LOCATE & RESCUE

POINTS REQUIRED: 80
PRIMARY MISSION: Return Brain Container
SECONDARY MISSION:
Kill five Chaos Marines

This is another mission which begins without a hitch, but gets horribly difficult towards the end. The brain container (*I hope it's not one of my relatives! – TMB*) resides in the 'block' of three rooms towards the top of the map, and the route is fairly straight. However, be prepared to meet all manner of aliens at every junction along the way. The best player to collect the container is the commander, simply because he's much more resistant to attack. To pick up the container, simply walk on to it. On the way back to the docking claw, watch out for the Chaos Marines – they're thirsty for blood.

MISSION 5 LOCATE & RETRIEVE

POINTS REQUIRED: 80
PRIMARY MISSION:
Return Experimental Weapon
SECONDARY MISSION:
Destroy Control Panel

This is very similar to the previous mission, in that the Commander should be used to collect the experimental weapon. The weapon is situated in the centre room towards the right of the map, but the corridor which leads to it is seething with Gretchins and Orks (so keep your men against walls to lessen the chances of hand-to-hand attack). To make things worse, a Dreadnought guards the room containing the weapon, so send your heavy weapons marines in first, then nip in with the Commander and grab the weapon.

MISSION 6 PURGE & WITHDRAW

POINTS REQUIRED: 80
PRIMARY MISSION: Open an Outer Door
SECONDARY MISSION:
Kill Dreadnought and Android

This is where the problems *really* start! The best outer door to open is the one at the bottom of the map, but even that is guarded by literally hundreds of Gretchins and Orks (not to mention the Dreadnought in the room above). Take the central corridor down to this outer door, sending a heavy weapon and a plasma gun ahead of the rest to deal with any Androids which appear. The aliens will do their best to block your path, so once there is a clear route withdraw all your men except one (the bolter is the best). The reason for this is that whoever opens the outer door will immediately die. As soon as the outer door is open, run!

EQUIPMENT PACKS

● **TARGETER** – This is best used on the assault cannon, mainly because of the re-fire facility. If you have two of these, use the second on the plasma gun.

● **BLIND GRENADES** – These can make or break a mission, and it's worth selecting them for some of the later levels. If the area is packed with alien life forms and things look bleak, that's the time to use them.

● **BOLT PISTOL** – Quite a handy little item, allowing one Light Weapons Dice to be re-rolled in hand-to-hand combat, but only choose the bolt pistol if you have more than one bolter on your team.

● **MELTA BOMB** – If you're face to face with a Dreadnought but have no heavy weapons, use this beauty in hand-to-hand combat for two extra Heavy Weapons Dice rolls. Combined with a Power Axe and Glove, this weapon is simply awesome!

● **BIONIC ARM** – Exclusive to the Blood Angels, this further improves the Commander's hand-to-hand combat immensely. With melta bombs too, the Angels are superlative when it comes to hand-to-hand combat.

● **CLOSE ASSAULT BLADES** – Again, this is exclusive to the Blood Angels, and allows bolter-bearing marines to attack *diagonally* in hand-to-hand combat. These are especially useful on missions two and six when aliens surround your team.

● **FORCE FIELD** – Another item for the Blood Angels only, this gives your Commander an armour value of three, making him a fearsome warrior. This weapon is useful for hand-to-hand combat too. (*Remind me never to shake a Blood Angel by the hand – he'll probably accidentally have my arm off – Ed.*)

● **BIONIC EYE** – This is exclusive to the Imperial Fists, and is essentially a targeter. It allows the Commander to re-roll a die every time he fires, which is very powerful when combined with the Combi-Weapon.

● **SUSPENSORS** – Another item exclusive to the Imperial Fists, this allows the marines with heavy weapons to move the same number of spaces as normal marines. Useful on later missions when keeping your men together is essential.

● **COMBI-WEAPON** – Yep, another pack for the Fists only. This allows the Commander to choose between either the heavy bolter or a plasma gun each time he fires. Extremely handy – if an alien is out of range with one weapon, simply switch to the other – chances are, you'll hit it.

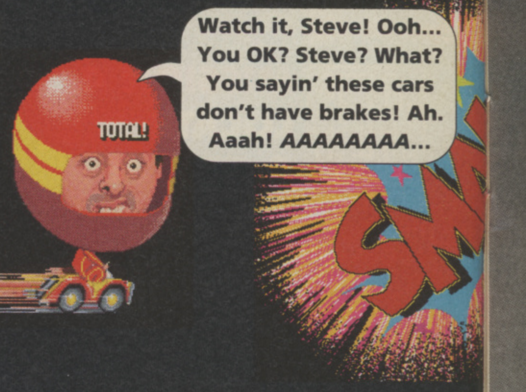
● **BIO-SCANNER** – This bit of kit is exclusive to the Ultra Marines, and can be a Godsend on levels which require you to seek out specific aliens. It allows you to identify any three 'unidentified' blips on the scanner, and is most handy for planning your route to the primary mission objective.

● **DIGITAL WEAPONS** – For use with the Ultra Marines only, this improves the Commander's general combat abilities (either firing or hand-to-hand). Essentially, it's much the same as the bolt pistol (see above).

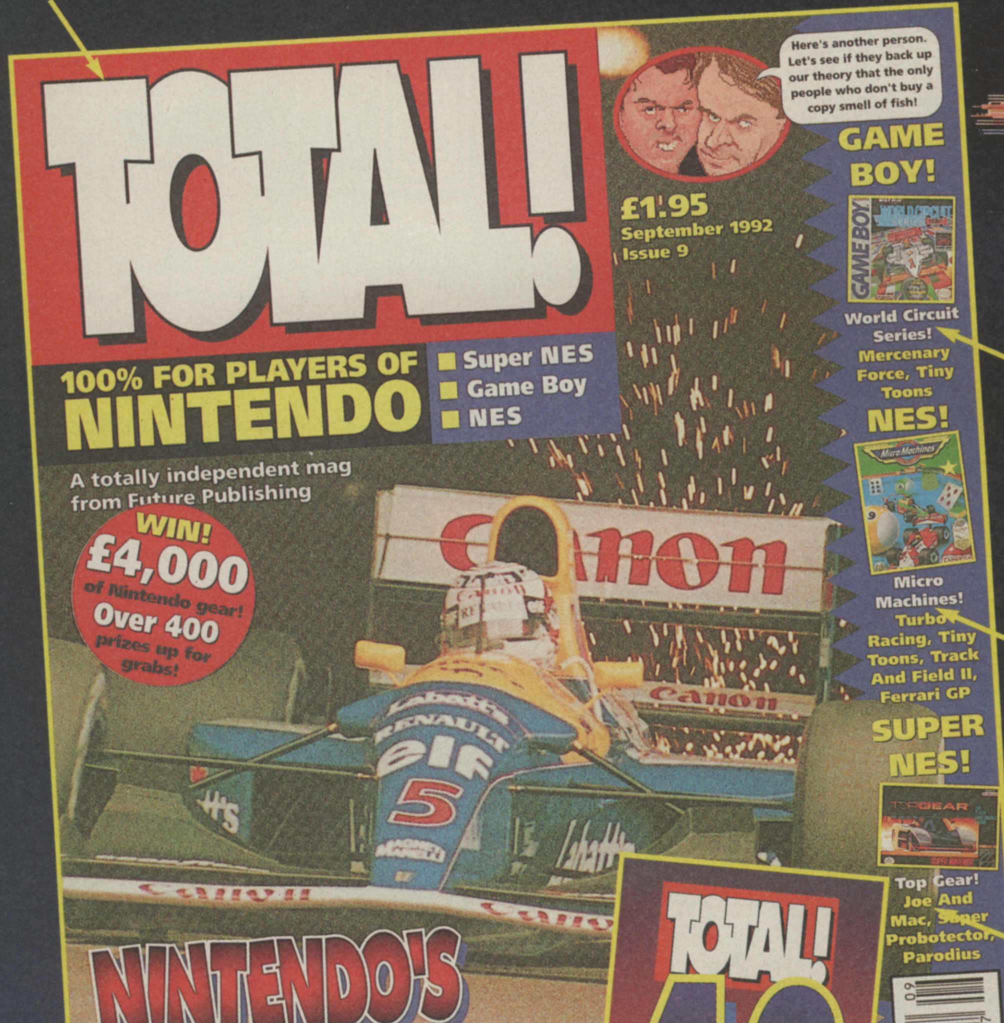
● **MEDI-KIT** – This final item is again exclusive to the Ultra Marines, and can be used at any time to restore *all* of the Commander's life points – comes into its own on the later missions.

NEXT MONTH: Your training is almost complete, but there are still a few more aspects of space crusading to cover. They could mean the difference between life and ending up as so much interior decor on some space ship or other. So, see you in 30 parsecs for order cards, hand-to-hand combat, plus the final six missions.

TOTAL! The ONLY magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!


Watch it, Steve! Ooh... You OK? Steve? What? You sayin' these cars don't have brakes! Ah. Aaah! *AAAAAAAA*...
TOTAL!

There's only one Nintendo mag to buy, and only one logo to look out for!



TOTAL!

Here's another person. Let's see if they back up our theory that the only people who don't buy a copy smell of fish!

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Stuffed! A whacking great

TOTAL! 42

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BROOOM!
Top Gear breaks all the rules on the Super Nintendo. It's fast, rapid, speedy, swift and just a tad nippy – even in two-player mode! Er... we've got RPM Racing as well. But let's not mention that.

Stuffed what? A whacking great *what*?! (You'd better buy an issue and find out!)

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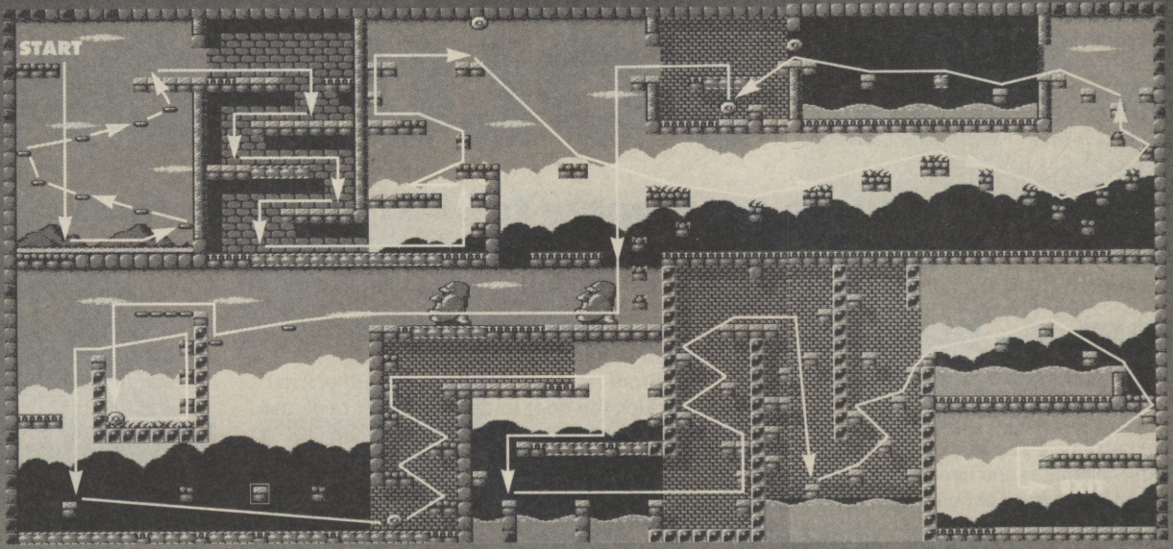
Got a Nintendo? Then get TOTAL! Issue nine is on sale right NOW!

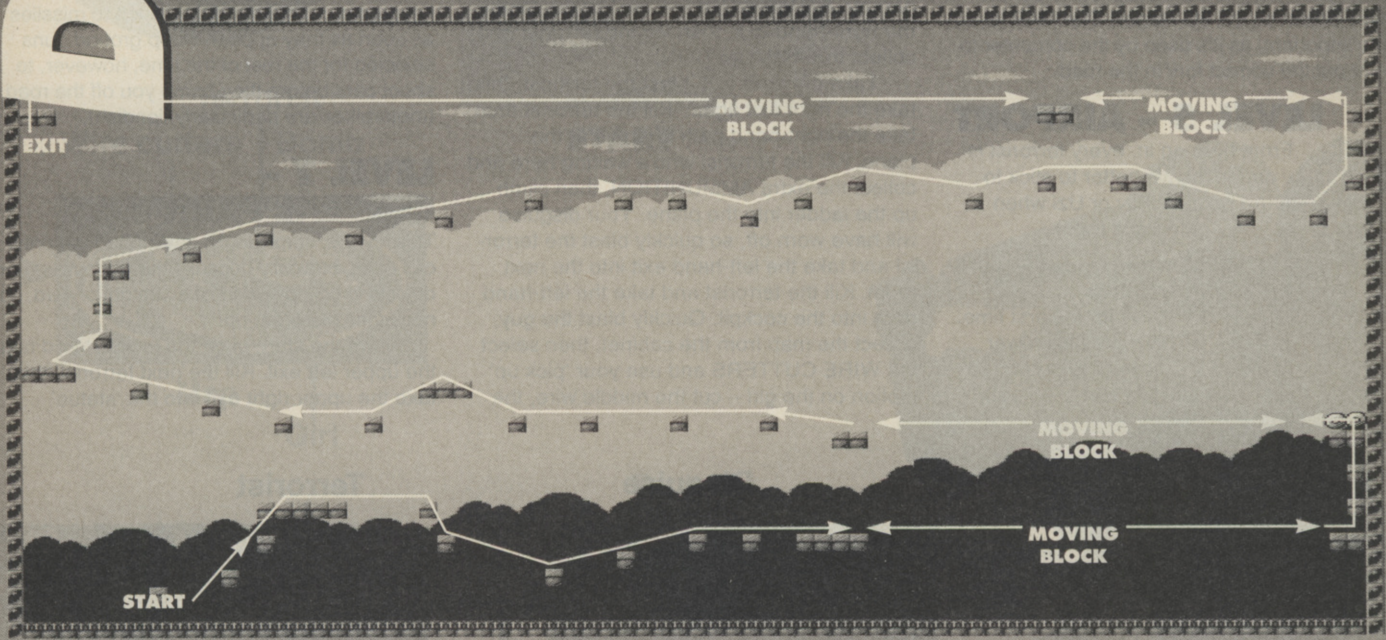
KEY: ⟶ **: THE ROUTE** ☐ **: BONUS BLOCKS**

DJ PUFF

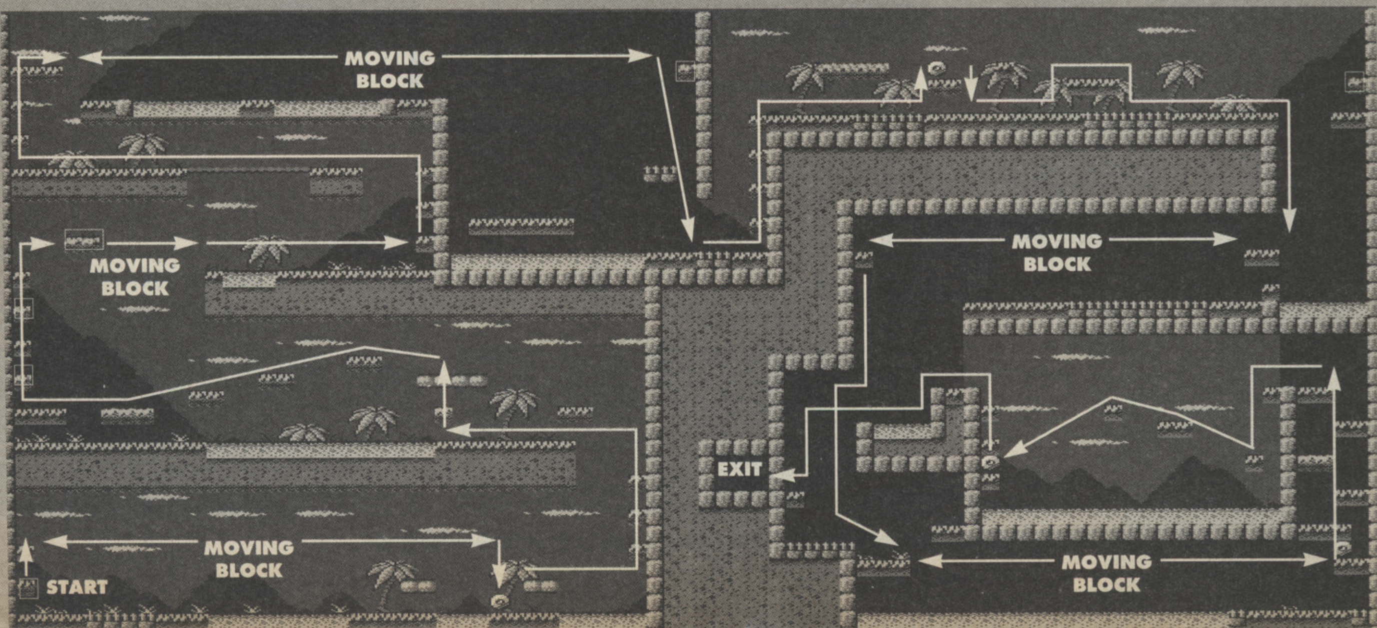
Yo dudes! DJ Puff has had his real cool CD collection swiped and scattered all over Volcanic Island, so you gotta help him out. Hey, no hassle, not when that happenin' dude Andy Roberts has put together these wicked maps.



LEVEL 1


EXIT
MOVING BLOCK
MOVING BLOCK
MOVING BLOCK
MOVING BLOCK
START

LEVEL 2


MOVING BLOCK
MOVING BLOCK
MOVING BLOCK
EXIT
MOVING BLOCK
START
MOVING BLOCK

LEVEL 3

VENDETTA - THE SOLUTION

PAR

Three down, four to go. Prepare to blast your way through the last few levels of military mayhem with Andy Roberts at the controls.

LEVEL 4 - DRIVING

The driving sections become tougher, with more cars, tighter bends and less time. Slow down when taking a bend or you'll waste valuable seconds if you skid off the road. If your car veers violently in one direction, push the other way on the joystick to counteract it. If you go too slowly, however, you'll be pulled over by the police – it's therefore essential to collect every object on the 3D stages. The MAP is also important, as it's used by the computer to point out the correct fork in the road.

LEVEL 5 - AIRPORT

From here on in, every terrorist is armed, so it's better to stick to the Kalashnikov or Uzi when entering a room for the first time. There are also fewer objects to collect, so you can keep your weapon selected without having to worry about switching back to fists.

From the start, blast the armed terrorist and kick the door to open it. Go through the door, blast the guard, and collect the DISGUISE from the filing cabinet – this makes you invisible to the guards until you board the plane. Leave the room, blast the terrorist again, then take the upper right exit into the hanger. Kill the guy in the next room, take the right-hand exit, then kill the terrorist and collect the AMMUNITION.

Take the right exit, blast the terrorist, then take the right exit again. Kill the terrorist then take the right-hand path to arrive at the plane. Kill the terrorist who's waiting here and collect the extra AMMUNITION, then climb up the ladder into the plane. Your disguise will have worn off, so quickly blast the terrorist and take the left-hand exit into the next room. Kill the terrorist and take the left-hand door into the cockpit. Quickly blast the guy, collect the map from the cabinet, then select the WIRE CUTTERS and use your 'pick up' motion on the girl – cut the middle wire, the left wire, and then the right wire (red, yellow and blue) in that order to defuse the bomb and complete the level.

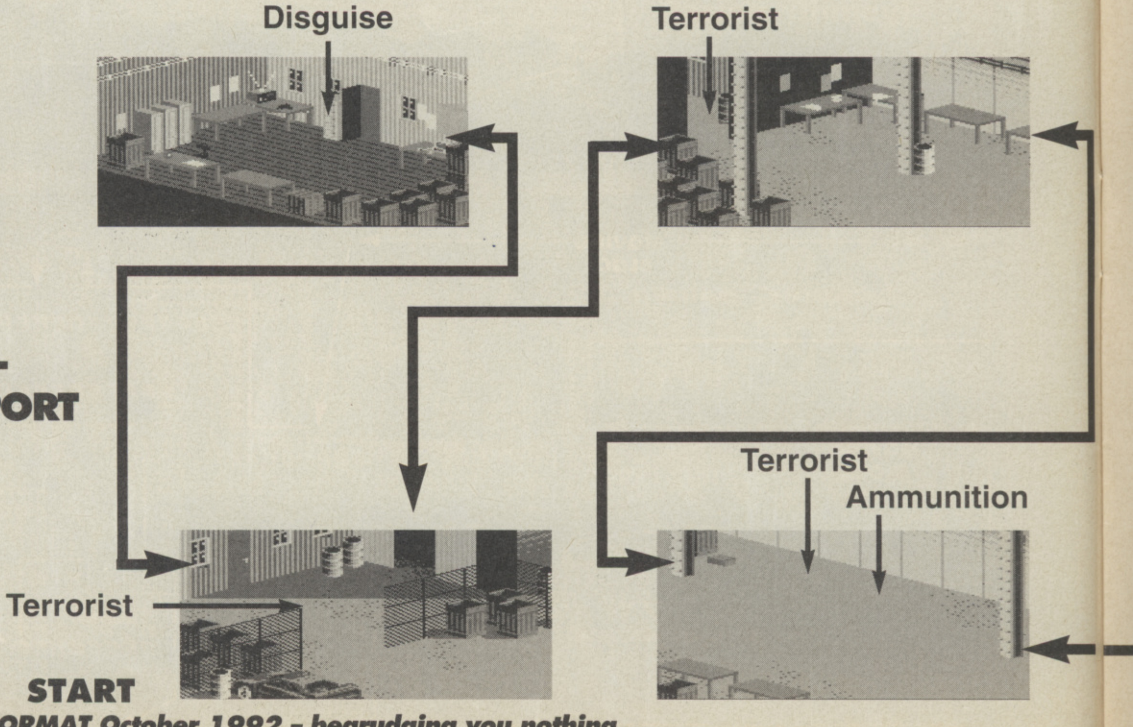
LEVEL 6 - DRIVING

By now the time limit will be getting rather low, so use the turbo function at every opportunity (straights usually appear after several tight bends). You may also notice an abundance of helicopters, so be ready to switch to missiles as soon as they appear. Keep ground guns selected for the rest of the time, however, to shoot cars before they bump you off the road (motorbikes are particularly fiendish).

LEVEL 7 - CENTRAL PARK

This level is, surprisingly, easier than the previous ones, basically because there are no objects to collect – it's just a straightforward, no-nonsense blast-'em-up!

From the start, blast the terrorist and take the upper left exit. Kill the next terrorist, then take the upper right exit into the 'statue'



screen. Dispose of the terrorist here, take the right-hand path into the next screen then (yes, you guessed) blast the terrorist. Leave by the top-left exit, kill the final terrorist, then go back the way you came until you reach the 'statue' screen again. Here you will meet the Professor – use your 'pick up' motion on his head (face right to do this) and he will stand up and give you the briefcase.

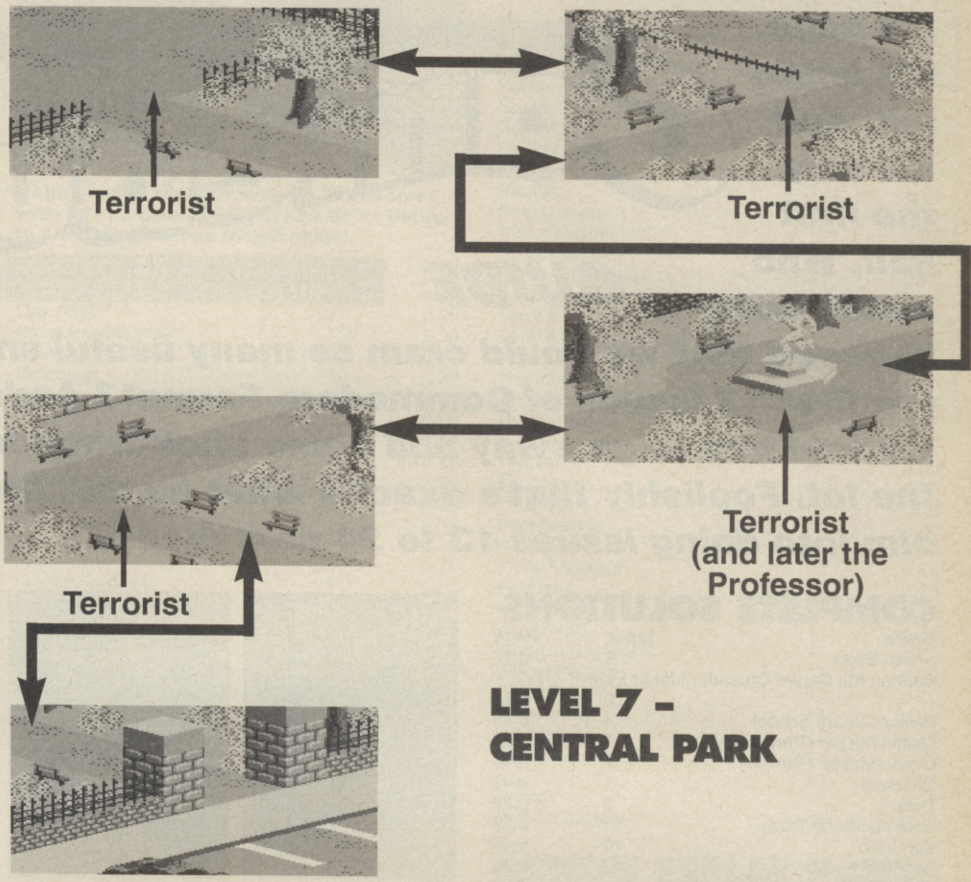
Congratulations! You have defeated the terrorists, rescued the hostages and completed the game. Thank you and good night.

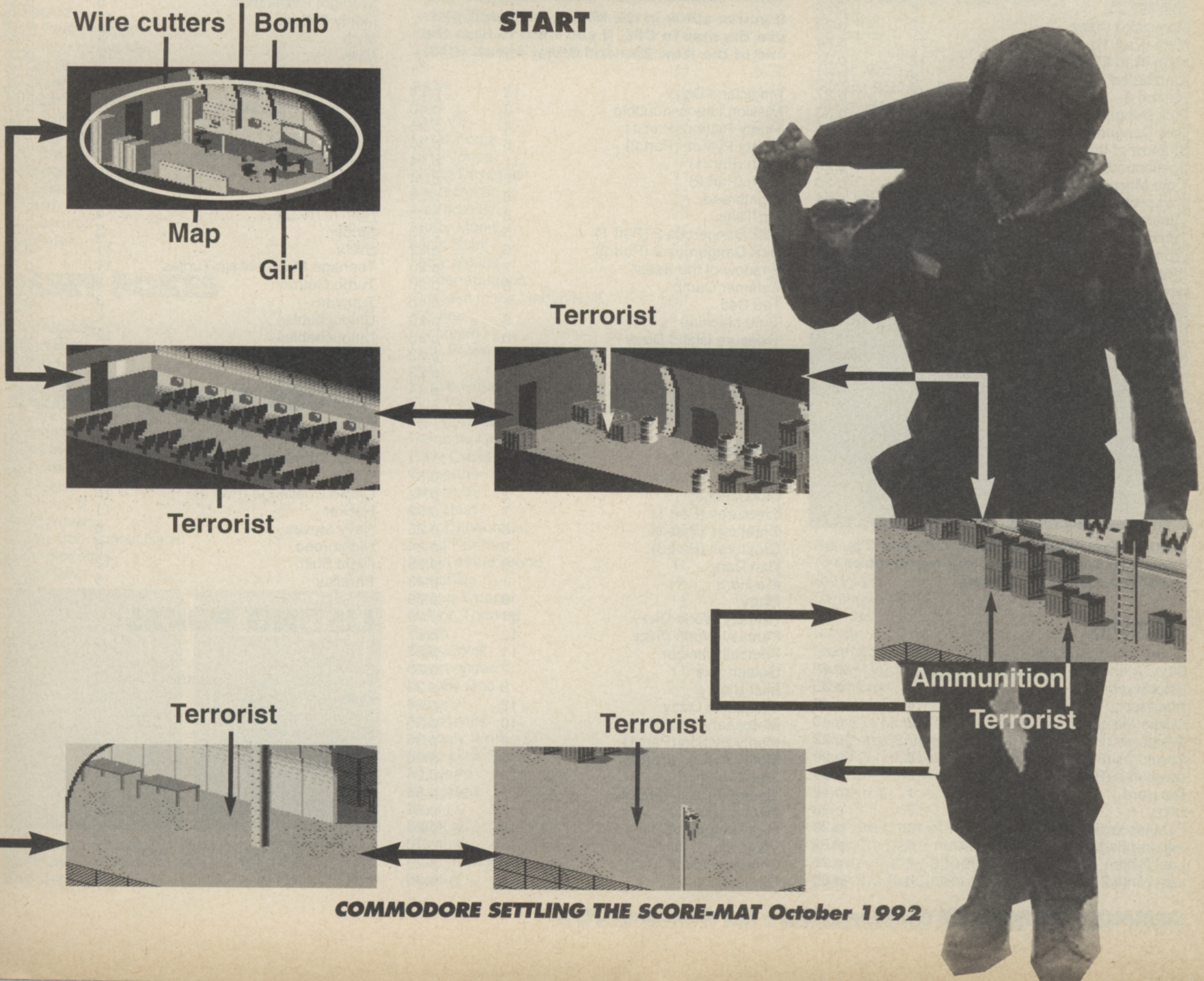
RT 2

CHEAT ZONE

If you're having trouble with any particular level (haven't we given you enough help already?) you could always try this cunning cheat mode; at any time, hold down the keys B, U, N, and T to instantly load the next level. Easy life!

LEVEL 7 – CENTRAL PARK


Terrorist
Terrorist
Terrorist
(and later the
Professor)
Terrorist
START


Terrorist
Wire cutters
Bomb
Map
Girl
Terrorist
Terrorist
Ammunition
Terrorist
Terrorist
Terrorist

THE COMPLETE Gamebusters GUIDE

It's huge. It's amazing. And it's only the first half. Who would have believed that we could cram so many useful snippets of advice into the first 12 issues of* Commodore Format*? Andrew Roberts didn't so we told him to go away and come back when he'd complied a list of the lot. Foolishly that's exactly what he did. (Perhaps we can trick him into doing issues 13 to 24 next month!)

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***Castle Mastered*! Thanks to *CF*1 and 2's complete solution! While our maps make *Blood Money, Blood Simple*!**

If you're stuck in the Midian of *Nightbreed* use the map in *CF*8. If you want to hear the end of the *New Zealand Story*, cheat! (*CF*3)

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THUNDERCATS
elite
TEENAGE MUTANT HERO
TURTLES
KONAMI

Make enough room to swing a *Thundercat* with *CF*11's reset POKE or use *CF7*'s listing to crack the 'heroes in half shell'!

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S.T.U.N. RUNNER
TENGEN
Attack of the Mutant Camels
ATARI

Become a *STUN*ning *Runner* with *CF7*'s spiff' listing! There's even a Reset POKE for any *Attacking Mutant Camels* in *CF*11.

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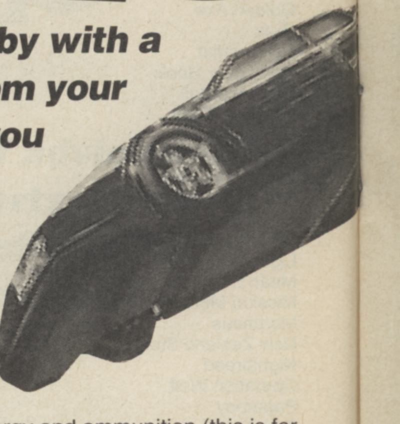
- In the case of multi-page maps and solutions the page numbers refer to the first page on which they appear. Next month, Andy does the treatment on issues 13 to 24.

SAMARITAN'S CORNER

You can get by with a little help from your friends but you can get by even better with some help from the GameBusters. Drop us a line at Commodore Format, 30 Monmouth Street, Bath BA1 2BW.



CRAZY CARS

(Titus/Hit Squad)

Here, especially for Daniel Hatcher and Jimmy Levene, is a nifty little listing for infinite time, improved gameplay and six month's road tax!

```
0 REM CRAZY CARS CHEAT BY M PUGH
1 FOR X=272 TO 346:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7994 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 272
10 DATA 032,044,247,169,005,141,060,003
11 DATA 141,064,003,169,004,141,062,003
12 DATA 032,108,245,162,000,189,168,004
13 DATA 157,168,002,189,168,005,157,168
14 DATA 003,232,138,208,240,169,032,141
15 DATA 061,003,169,074,141,062,003,169
16 DATA 001,141,063,003,076,168,002,072
17 DATA 077,080,141,014,221,169,165,141
18 DATA 147,035,141,233,035,169,173,141
19 DATA 195,040,096
```

HARD DRIVIN'

(Hit Squad)

And when he's completed *Crazy Cars*, Daniel Hatcher might like to try this listing for a variety of infinite time options:

```
0 REM HARD DRIVIN CHEAT BY M PUGH
1 FOR X=288 TO 320:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3564 THEN PRINT "DATA ERROR":END
3 INPUT "ONROAD TIME Y/N";A$:IF
A$="Y" THEN POKE 309,141
4 INPUT "OFFROAD TIME
Y/N";B$:IF B$="Y" THEN POKE
312,141
5 INPUT "STOP LAP TIMER
Y/N";C$:IF C$="Y" THEN POKE
315,141
6 POKE 157,128:SYS 288
10 DATA 032,086,245,169,
049,141,097,003
11 DATA 169,001,141,098,
003,096,072,077
12 DATA 080,051,001,169,
173,174,224,167
13 DATA 174,120,160,174,155,
166,076,013
14 DATA 008
```

LAST NINJA 2 (System 3)

Ratesh Sharma, Nicholas Treen and Dominic Stanyer are all having trouble with the Alligata on level three – they can't get past it. This is how to do it:

On level two, the street, make sure you collect the bottle of meths from the drunk. When you reach the Alligata screen, hold the bottle and use it with the torch on the wall – the wick should turn red. Now walk towards the Alligata and, holding only the bottle, lob it at him. With any luck, he'll go up in flames. If not, try again (you have more than one chance to get it right).

AGENT-X 2

(Mastertronic)

Here are the passwords for levels two and three of this jolly little budget game, especially for A & B Storey:

LEVEL 2 – GORMENGHAST
LEVEL 3 – MEGALOMANIA

"Don't push me! Don't push me! With this gun I'll lose balance.'

RAMBO

(Hit Squad)

Stacks and stacks of people are struggling with this game, including Archie Toms, Paul Askins, Graham Wright, Chris Bell, Gerald King, Ben Brown, Joseph Doyle, Michael Hughes, Kaj-jan Koezen, Blaise McCarney, Lee Bennett, Geoff Crow and Alan Leach. If you're in the same boat, type in the following listing, SAVE it, then RUN it for infinite energy and ammunition (this is for the RE-RELEASE version only):

```
0 REM RAMBO CHEAT BY WAZ
1 FOR X=384 TO 419:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3763 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,150,141,085,003,169,001,141
6 DATA 086,003,096,087,065,090,072,206
7 DATA 032,208,169,173,141,047,024,104
     8 DATA 173,032,208,096
```

SWIV

(Storm)

For the benefit of those who missed the cheat way back in *CF*11, including people such as Allen Tamabadlbo, Sam Ranasingme, Martyn and Darren Kidson and Alex Lord, here it is again. (To find out if you've missed any vital tips, hot cheats or lucrative listings check out our essential index on page 26, and then *order a back issue*, 'cos I'm not doing this for everyone, you know.)

Start a game, then press 'H' to pause it. Now press the Commodore Key, Q, the Commodore Key again, and then 'H' to unpause the game. You should now have infinite lives to play with.

ST. DRAGON

(Storm/Kixx)

Not a bad little shoot-'em–up, this one, as Alex Lord, D J Gurr and Allen Tamabadlbo have discovered. They've also found out that it's a mite tricky, which is why we've tenderly crafted this infinite lives POKE to make *their* lives that bit more bearable:

```
0 REM ST DRAGON CHEAT BY WAZ
1 FOR X=336 TO 375:READ Y:C=C+Y:POKE
X,Y:NEXT
  2 IF C<>3550 THEN PRINT "DATA ERROR":END
   3 POKE 157,128:SYS 336
 4 DATA 032,086,245,169,096,141,123,008
5 DATA 169,001,141,124,008,076,016,008
6 DATA 169,112,141,055,049,169,001,141
7 DATA 056,049,076,048,008,087,065,090
8 DATA 169,240,141,113,031,076,013,008
```

$1000

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

WIN BIG CASH PRIZES

DEAD OR ALIVE

0891 313584

TERMINATION

Win A Mega Drive

0891 313589

TREASURE ISLAND

CASH PRIZES

USE YOUR VOICE TO LOCATE THE TREASURE

0891 313586

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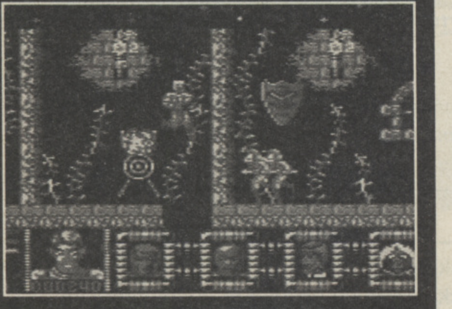

Now you can defend the Earth for ever, or at least until the next power cut.

DEFENDERS OF THE EARTH

If the solution on page 19 hasn't whetted your appetite for this Powerpack classic, try this listing for infinite energy and infinite lives. Oh, go on.

```
0 REM D.O.T.E CHEAT BY M PUGH
1 FOR X=516 TO 541:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2827 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 173,141,122,069,141,023,036,076
7 DATA 230,003
```

NOBBY THE AARDVARK DEMO

Being an aardvark is difficult. As for being a purple aardvark? Tsch... impossible (unless, like the Pink Panther, you get a lucky break in the movies, that is). That's why this POKE for infinite lives and missiles should help enormously.

```
0 REM NOBBY CHEAT BY M PUGH
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3906 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 032,141,112,009,169,002,141,113
7 DATA 009,076,230,003,169,173,141,103
8 DATA 041,141,137,054,076,013,008
```

BIFF DEMO

Let's face it, the main character in this game couldn't even 'biff' his way out of a paper bag – he's a complete wimp. Why not type in this listing, SAVE it, then RUN it for infinite energy.

```
0 REM BIFF CHEAT BY M PUGH
1 FOR X=516 TO 538:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2593 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 173,141,017,140,076,230,003
```

FRAME
BUSTERS

Warren Pilkington and Martin Pugh's prime law of gaming: if at first you don't succeed, POKE.

SNARE

DISK VERSION (Thalamus/Mindbenders)

To follow up the tape cheat printed in *CF*22, here's the disk equivalent offering infinite lives, and the ability to skip levels (press SPACE and then Q).

```
0 REM SNARE DISK CHEAT BY WAZ
1 FOR X=679 TO 744:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7177 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 721,198
4 INPUT "SKIP LEVELS Y/N";B$:IF B$="N"
THEN POKE 726,156
5 POKE 731,240
6 PRINT CHR$(147);"INSERT DISK & PRESS
A KEY"
7 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,160,001,162,008,032,186
11 DATA 255,169,006,162,226,160,002,032
12 DATA 189,255,169,000,133,010,032,213
13 DATA 255,169,208,141,145,004,169,002
14 DATA 141,146,004,076,000,004,087,065
15 DATA 090,169,165,141,144,157,169,100
16 DATA 141,071,157,169,241,141,072,157
17 DATA 076,022,008,076,079,065,068,069
18 DATA 082,000
```

SPLIT PERSONALITIES

DISK VERSION (Domark/Mindbenders)

For this perplexing puzzler, type in the following listing and RUN it for infinite lives.

```
0 REM SPLIT DISK CHEAT BY WAZ
1 FOR X=679 TO 721:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4827 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS
A KEY"
4 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,001,162,199,160,002,032,189
12 DATA 255,169,000,032,213,255,169,202
13 DATA 141,119,004,169,002,141,120,004
14 DATA 076,000,004,169,173,141,119,027
15 DATA 076,076,076
```

THE REVENGE OF MULTIHACK DATALINES

Amazing but true, here's another corking heap of datalines for use with the Multihack Listing printed in *CF*23. Unbelievable!

MIG 29 (Infinite fuel & damage)

```
20 DATA 169,096,141,056,058,141,174,130
21 DATA 096,-1
```

MONTE CARLO CASINO (Infinite money)

```
20 DATA 169,096,141,041,029,096,-1
```

MOTO-X (Infinite lives)

```
20 DATA 169,000,141,126,022,141,136,022
21 DATA 096,-1
```

MR ANGRY (Infinite lives)

```
20 DATA 169,189,141,018,065,096,-1
```

MURRAY MOUSE SUPERCOP (Infinite lives)

```
20 DATA 169,173,141,192,024,096,-1
```

NINJA MASSACRE (Infinite lives)

```
20 DATA 169,000,141,132,053,096,-1
```

OLLI & LISSA 3 (Infinite lives)

```
20 DATA 169,165,141,147,133,141,041,148
21 DATA 096,-1
```

POLTERGEIST (Infinite lives)

```
20 DATA 169,165,141,002,126,096,-1
```

PRINCE CLUMSY (Infinite lives)

```
20 DATA 169,173,141,116,052,096,-1
```

PRO BMX SIMULATOR (Infinite time)

```
20 DATA 169,000,141,244,033,096,-1
```

PRO SKATEBOARD SIMULATOR (Infinite time)

```
20 DATA 169,096,141,117,014,096,-1
```

PUB TRIVIA SIMULATOR (Infinite money)

```
20 DATA 169,096,141,149,038,096,-1
```

RACE AGAINST TIME (Infinite lives & time)

```
20 DATA 169,173,141,067,051,141,101,076
21 DATA 096,-1
```

RALLY CROSS SIMULATOR (Infinite essentials)

```
20 DATA 169,189,141,171,
026,141,119,024
21 DATA 141,068,053,
096,-1
```

For another thrilling installment of *Multihack Datalines* be here next month!

One split personality you wouldn't want to have infinite lives; apart from Jeckyll's rather unsociable murderous tendencies he also had terrible halitosis.

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Super PLAY

Super Play. Catch the excitement for yourself. First issue October 1st.

One football programme on telly stands out as an all-time classic. Which one? Here's a clue – it's got Jimmy Hill and Desmond Lynham in it, and its initials are MOTD. Another clue – it's written below in huge letters.

MATCH OF T

And it's half time here at Tranwell Park. Liverpool are trailing six – nil to James Leach, who slotted in all six, and also saved penalties from Barnes, Rush and Pelé... Ah well, we can but dream.

Anyway, while we're dreaming, we can load up *Match of the Day*, pausing only to stroke the lovingly-crafted BBC logo embellishing the front of the lavish box. Let your fingers drift over the beautifully-written note informing you that *Match of the Day* is a BBC trademark, then caress the fine… (*Get on with it! – Ed.*)

Er, right. The idea here is to take what is sometimes known in footballing circles as a 'completely rubbish' team – like Carlisle or Wrexham, for instance – and transform them into a world-beating side capable of hammering Bayern Munich, Red Star Belgrade and Dynamo Kiev in one go. Easy! Er… no it's not, actually. It's darned difficult.

The main menu for the game takes the form of a diary. You have to flick through the pages, making appointments.

You can set up five appointments per day, starting at 9am and continuing every couple of hours to 5pm. You don't have to fill up every moment of your waking hours with these appointments, but as Brian 'the Brain' Clough always says, "You've got to give a hoondred per cent." Translated, this means you're a fool to yourself if you only make one appointment per day.

To get things rolling, all you need to do is drag icons across from the right-hand side of the screen and drop them into the correct time-slots on the diary. Then, when you're happy with your work schedule, you simply advance the time on until you start having these so-called meetings. When you get to them, the screen changes. For example, if you've decided to meet the scout, you advance the time until the meeting, then, as if by magic, the scout

You've alw
ahead an

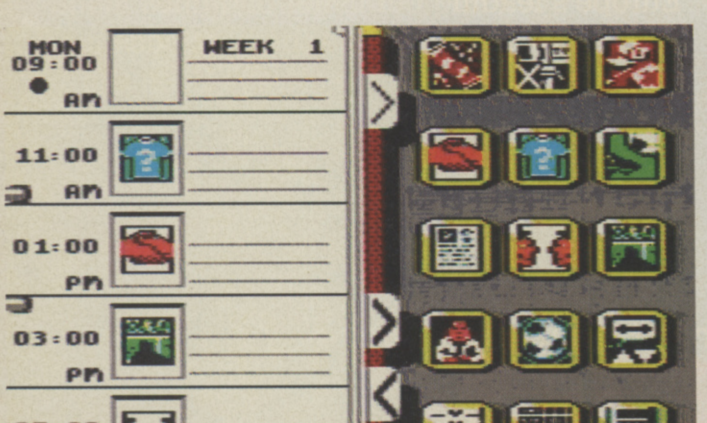
WHO'S ON THE BENCH?

1. THE MANAGER – This is you. Drive a big car, advertise Shredded Wheat, smoke revolting cigars and look like Cherie Lunghi. If you want to be alternative, advertise a big car, drive three Shredded Wheat and smoke Cherie Lunghi.

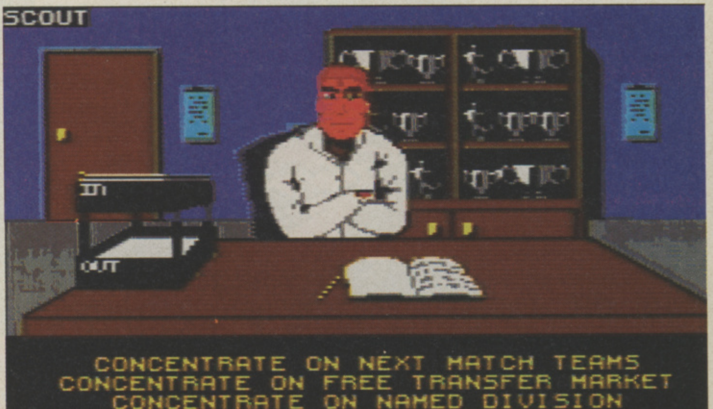
2. THE PHYSIO – So-called, because he bubbles when placed in water, the physio's job is to keep everyone fit. Bryan Robson's physio earns in excess of £5,000 a week in overtime, apparently.

3. THE SCOUT – Equipped with a radio and a powerful motorbike, the scout is sent in front of the team coach on the motorway to make sure no trees are blocking the lane. He also reconnoitres strategic field placings and is obliged to wear a woggle.

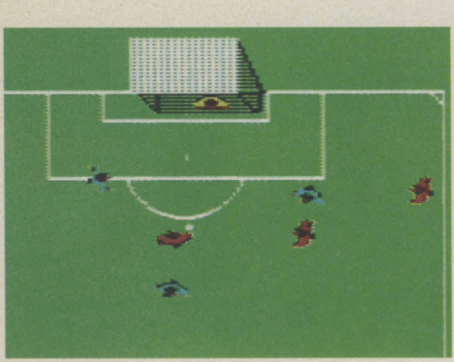
4. THE TEAM COACH – A 48-seater bus with a toilet, a driver and a massive selection of country and western cassettes. Note – the team coach is also a person. It's usually a forty-five year old male in a shell-suit, equipped with a toilet, a driver and a tiny selection of country and western cassettes.



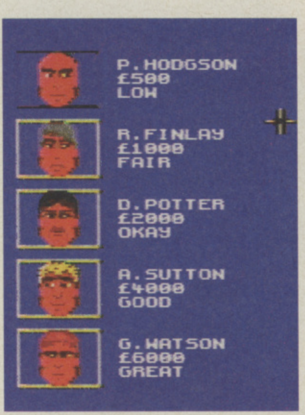
Monday. Stayed in bed until 11am. Watched *Playbus* on the telly. Wrote a symphony of poems dedicated to Pandora. Being an intellectual can be such a draining experience. (© Adrian Mole)


SCOUT
IN
OUT
CONCENTRATE ON NEXT MATCH TEAMS
CONCENTRATE ON FREE TRANSFER MARKET
CONCENTRATE ON NAMED DIVISION
REPORT LAST FINDINGS
GOODBYE

Why the scout wears a white coat is beyond me. Perhaps he's moonlighting as an amateur psychologist and brain surgeon in his spare time. After some of the advice he's given me he needs a job on the side.



A clear shot at goal! Barnes shoots! And it's deflected! I'd stick to the day job with BBC news if I were you, Carol.



P.HODGSON
£500
LOW

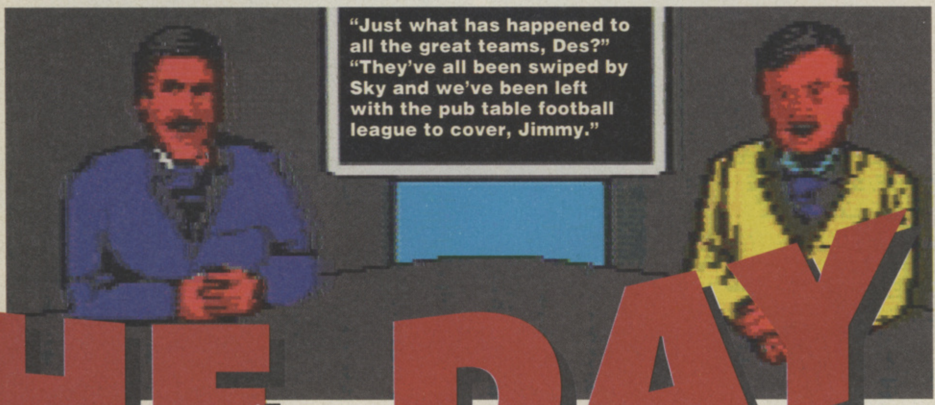
R.FINLAY
£1000
FAIR

D.POTTER
£2000
OKAY

A.SUTTON
£4000
GOOD

G.WATSON
£6000
GREAT

Trainer selection, eh? Well if they haven't got any Nikes, I'll settle for a pair of Reeboks, thanks. (© James Leach Dreadful Puns Ltd.) *(Don't worry – no-one's going to want to nick a joke that bad – Ed.)*



"Just what has happened to all the great teams, Des?" "They've all been swiped by Sky and we've been left with the pub table football league to cover, Jimmy."

THE DAY

appears in your office. You can then get him to do all sorts of interesting things, like checking out who's worth buying and who the biggest threats are on the other teams.

The realistic thing with this diary system is that you get people into your office and ask them to do things for you, then they agree, go away, and, some time later, they turn up and give you the results. So you've always got to be planning ahead and using your time efficiently. It's a novel twist to what's become a rather standard game format.

e always got to be planning
ad and using your time efficiently

As the hours and days go by, you actually start to feel the pressure of the forthcoming match on Saturday. If you've got a couple of men injured, you'll tend to spend a lot of time trying to get them fixed up in time, which could mean that you're not hassling your guys to do enough training. It's a delicate balance, and justifies you having a massive Jaguar to drive, loads of chunky, gold jewellry to flash about and cigars the size of London tube trains.

Of course, the tension mounts to almost unbearable levels when Saturday finally comes around. Nine o'clock, and you're up and about with the larks. 11 o'clock, and the larks have got bored of you and have flown off to build a nest or something. One o'clock, and you can meet up with the team for a light pre-match meal of roast beef and yorkshire pudding, washed down with several pints of Coke and a couple of massive slices of Black Forest gateau.

Three o'clock. Time to play. Your team waddle on to the pitch, having just woken up from a refreshing kip on the coach to let the meal go down. They put out their massive cigars and wait for the kick-off. The scene changes to Jimmy Hill and Des Lynham sitting in a studio. They natter for a bit, then show the goal-mouth highlights of your match. It's viewed from the top down, like *Kick Off,* and you get to see all the goals along with any classic saves or deflections. Exciting stuff indeed.

Overall, *Match of the Day* is pretty good. It's a classy management sim, and, while it's tougher than most, you can have lots of fun with the flexibility of it, and the highlights bits are great. But at £9.99 you'd have to be seriously wealthy to throw that sort of dosh around on a management sim with knobs on.

JAMES LEACH

Game	*Match of the Day*
Publisher	*Zeppelin Premier*
Cassette	*£9.99*
Disk	*Not available*
Release	*Out now*
Contact	*091 385 7755*

POWER RATING

THE DOWNERS...

- It's not an easy one to beat. One mistake and you're trailing 7-0.
- You can't customise team names.
- It's expensive for what you get.
- There's no Premier Division.

100

70%

0

- **The diary idea works well, giving you a lot of flexibility.**
- **The game is quick with no embarrassing pauses while the computer ruminates.**
- **Des Lynham and Jimmy Hill's comments on your team's performance are a laugh.**
- **The highlights are good quality stuff, and you're never sure what the outcome is going to be.**
- **All you need is a joystick and you can do everything.**

...AND THE UPPERS

ADVENTURE and DANGER
in this month's *Mountain Biking UK*

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- **Testing** Waterproof gear – with a fire engine!
- **News** – about the Nationals
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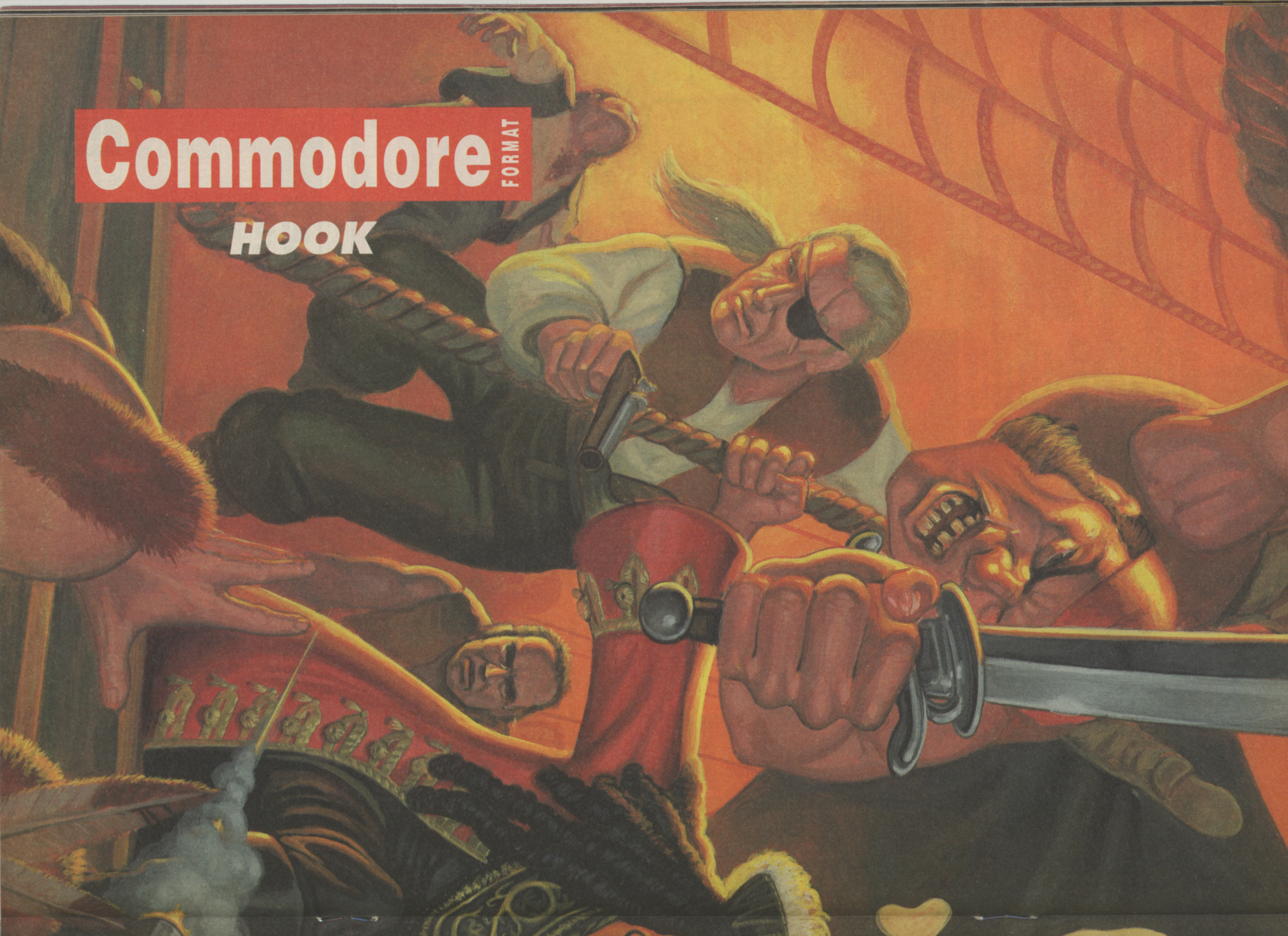
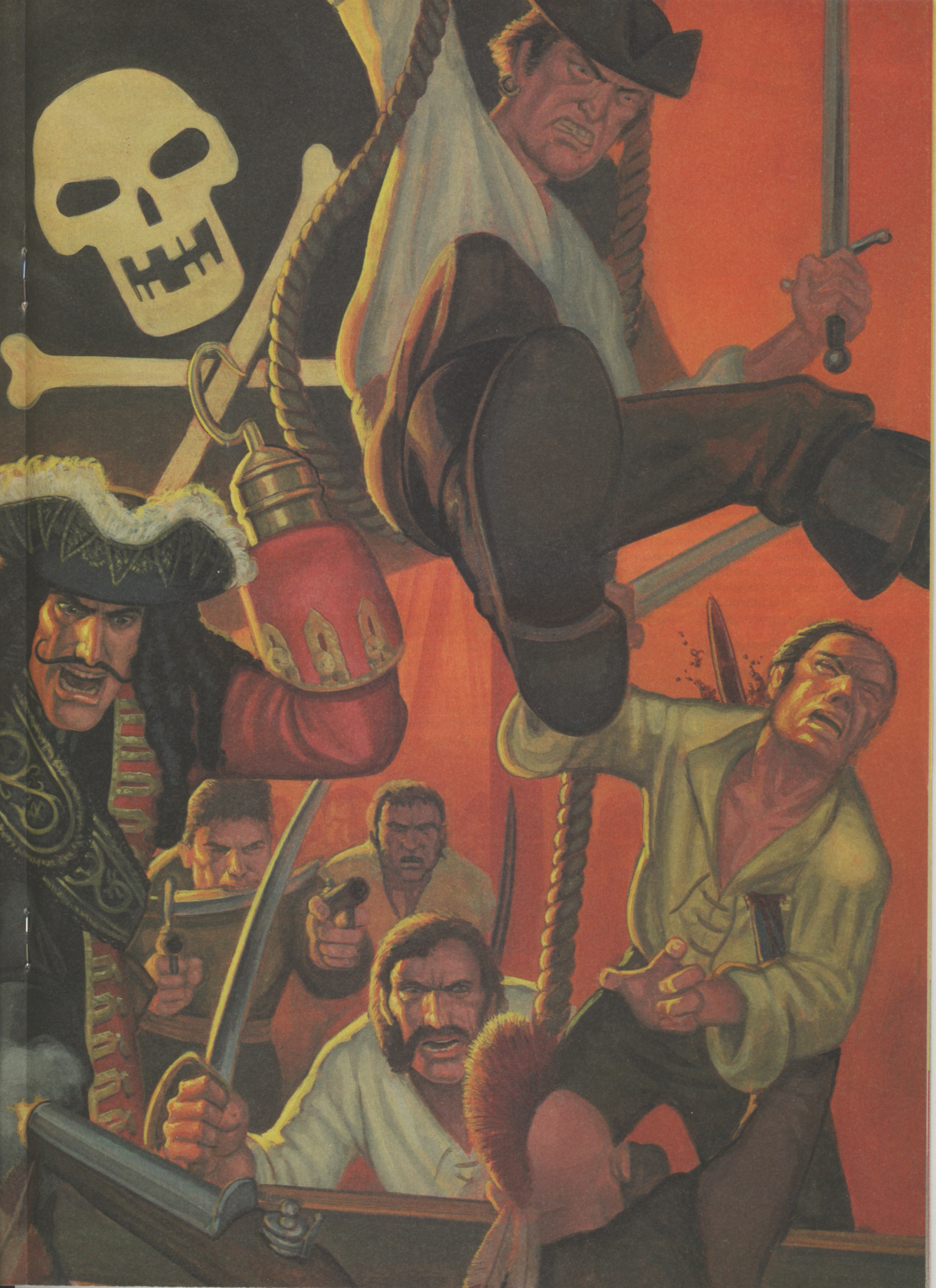

Commodore FORMAT
HOOK



Bangers & Mash

BANGERS &

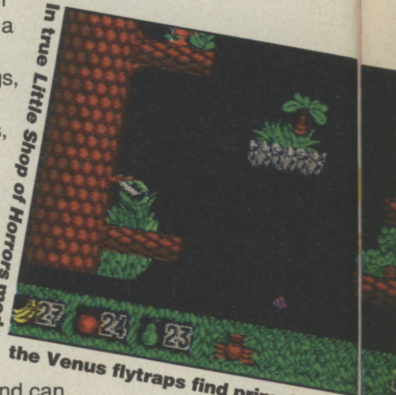
Nope, this isn't a truck drivers' café sim, but a game based on a popular ITV kids' programme featuring two culinarily-named chimps. Their tricks and japery enthrall millions of under-tens, and it's this market the game is aimed at. James Leach regresses (slightly) to check it out.

Kids' television! Pah! Just loads of stuffed, fluffy animals and stuffed, fluffy presenters. Or is it? Okay, it's easy to scoff when you get just that little bit older, but, be honest, there are always a few kids' programmes that transcend their tackiness and become fondly-remembered classics. From *Muffin the Mule* through *Animal Magic* to *Dangermouse*, kids' TV has a knack of making superstars out of the unlikeliest characters.

And what better way of introducing the under-tens to computer gaming – and perhaps also teaching them a thing or two about problem-solving and thinking logically – than by writing games specifically for them which feature the latest kids' favourites?

One software company that's realized this is Alternative Software. *Bangers and Mash* is one of the latest batch of their licences to hit the mean streets. The plot is easily recognisable by anyone who knows the telly programme. *Bangers and Mash* are chimps who are sent out by their mum to collect fruit from a spooky forrest. You get to play one of the chimps (there isn't a two-player option, sadly) in a world of platforms, ghosts, cavemen and other nasties. To make matters worse they all appear to resent your 'superstar' status – being on TV and all – and try to do you in. If just staying out their way was enough, then *Bangers and Mash* would be an easy game. Naturally this isn't enough of a challenge for our intrepid chimp hero, so he has to show off by trying to collect every bit of food in the woodland level without getting too big a fright from his ghastly ghostly pursuers. Still easy? No chance!

Bangers (for it is he) starts the game at the base of an old hollow tree trunk. To the right there are wood platforms and to the left a spooky graveyard. Littering the screen are three kinds of fruit and some rather smart-looking gems. It is the fruit though, and not the baubles, that are at the heart of the game. On each level there are a set number of fruity-type things, and only when all the bananas, apples and pears have been collected has the level be completed.



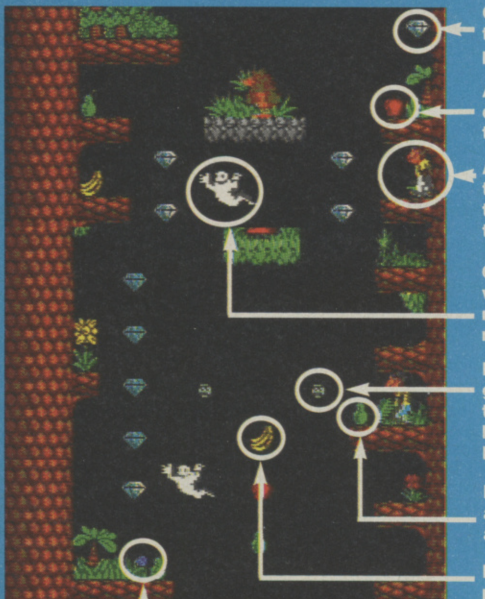
In true Little Shop of Horrors mode the Venus flytraps find primates very tast

Bangers is armed (*must be a real urban gorilla - Ed!*), and can shoot grey coconutty looking bullets to root out the evil ghosts, goblins and other members of this gruesome gang. Most can be taken out with a single shot, but some never die and just run away for a bit after you've blasted them. Recognising which monster's which and knowing what they'll do under fire is vital if the Bangers is to survive.

Doesn't make the mistake of thinking older means mor skillfull – it doesn't!

Set on a huge play area, *Bangers and Mash* provides plenty to explore and masses of tricks to learn! The monsters change platforms and speed during and between games, so you can never be sure which one of the little blighters you'll meet next. There are also some strange plants which flower throughout the game. Some colours are harmless, other

EASY AS ONE, TWO, TREE...



Gems – collect them for 'extree' points. (Groan!)

Apples – they don't grow on trees you know!

Ape – you see that monkey over there? That's you that is!

Ghost – they won't die, but will run away if shot repeatedly!

Bullets – these grey blobby things kill the bad guys so use lots of them!

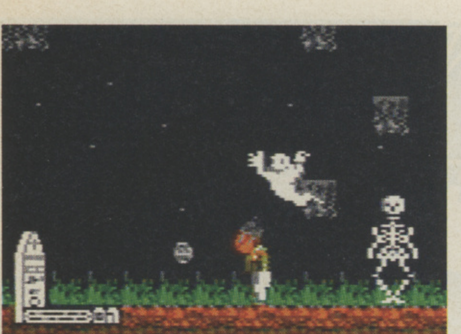
Pears – like apples only they are green!

Bananas – like pears only they are yellow!

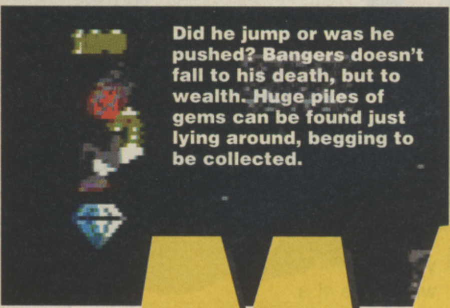
Blooming Flowers – These change colour throughout the game. Some colours are a bonus, others are deadly.

Fruit – numbers show how much fruit there is left.

Lives – the number of monkeys is the number of lives you've got.



It's the night of the living dead! The only thing that's going bang here is Banger's body against the floor when he gets killed!



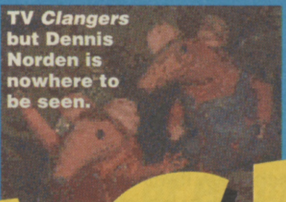
Did he jump or was he pushed? Bangers doesn't fall to his death, but to wealth. Huge piles of gems can be found just lying around, begging to be collected.

THOSE WERE THE DAYS

The *CF* crew go all dewy-eyed as they remember their favourite childhood proggies:

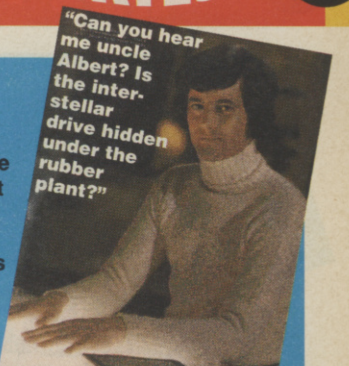
TRENTON: THE CLANGERS
This lunar branch of whistling Wombles had a much easier a job as there's not that much litter on the moon. But they managed to get a job lot of dustbin lids from somewhere.

OLLIE: THE FLASHING BLADE
A strange French sword and silly costume romp that was subtitled. Ollie tried to learn French through the program but all he can say is, "Take that you scoundrel!"



TV *Clangers* but Dennis Norden is nowhere to be seen.

JAMES: VISION ON ✌ ☞✌☞☞✌ as they used to say on this program for the deaf. We're not sure what it means, but James reckons it was a secret message of love from presenter Pat Keesel especially for him.



"Can you hear me uncle Albert? Is the interstellar drive hidden under the rubber plant?"

LISA: GRANGE HILL
Cor, blimey, you just can't beat Tucker Jenkins, Trisha Yates and the rest of the original cast according to Lisa, though they beat each other up enough times.

DAVE: THE TOMORROW PEOPLE
The SF series that made the test card look like it had a lavish budget, *The Tomorrow People* was about superpowered teenagers. Apparently, the monsters were based on the winning designs in a *Blue Peter* competition.

& MASH

mostly harmless, while some are deadly. The first few games are filled with unexplained deaths, but if you pay careful attention, you'll soon work out which blooms do what damage!

If *Bangers* has a weakness it's in the graphics department. Everything is clear and does its job adequately, but they hardly sing TV licence from the treetops. Most annoyingly the main sprite is a tad weedy, which won't help the game retain its grip on the really young player's attention.

For once a game aimed at younger gameplayers doesn't make the mistake of thinking older means more skillful – it doesn't. Here you get a full-bloodied test of your leaping skills and tactics, and in the gaming world folk are as likely to develop these skills at 50 as they are at five or 15! The licence hasn't been used to stunning effect; it could be any sprite and any reward would really suffice.

Fortunately, the licence is saved by the presence of decent gameplay. The skillful player will prosper, the less handy will become increasingly frustrated at the relatively high level of difficulty. But most importantly anyone who gets hold of *Bangers and Mash* because they like the TV show is in for pleasant surprise!

JAMES LEACH

Game	*Bangers and Mash*
Publisher	*Alternative*
Cassette	*£3.99*
Disk	*Not available*
Release	*Early September*
Contact	*0977 797777*

POWER RATING

THE DOWNERS...

- The main sprite is a bit iffy.
- Pretty tough going.
- One player only.
- The game doesn't make very good use of the TV licence.

100

73%

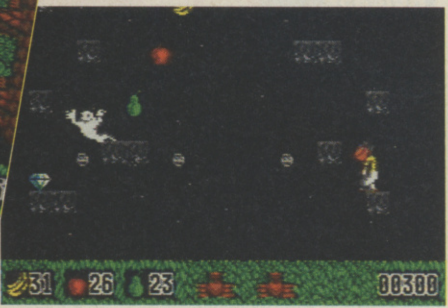
0

- A toughish tester.
- Huge play area and plenty of different tricks.
- 'Bonus' flowers make life more interesting!
- Full of neat little touches.
- Good collision detection on platforms and beasties.
- A host of different beasts, each with its own attack style.
- Countdown effect for the fruit adds to the tension.
- Victory calls for both tactics and skill.

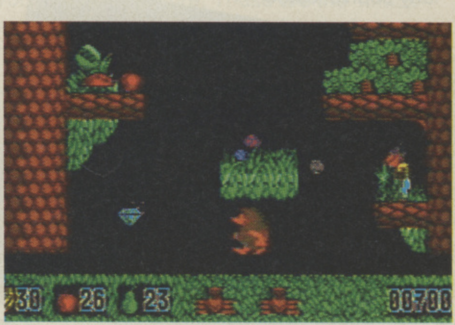
...AND THE UPPERS

very tastey.

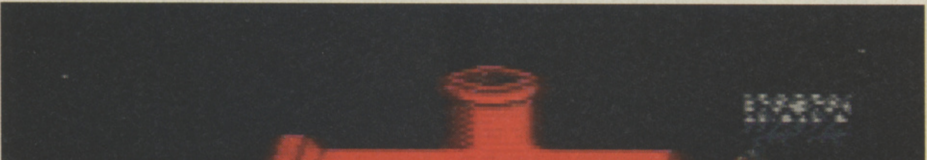
of
ore



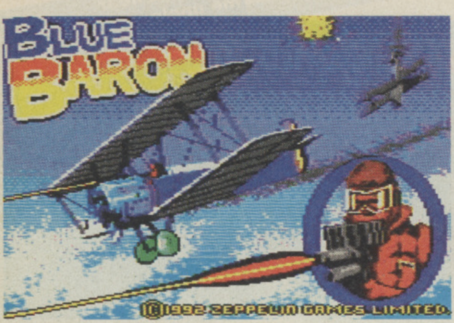
Blast the ghosts repeatedly with the grey coconuts to drive them away – a trick first used by Wellington in the Peninsula war!



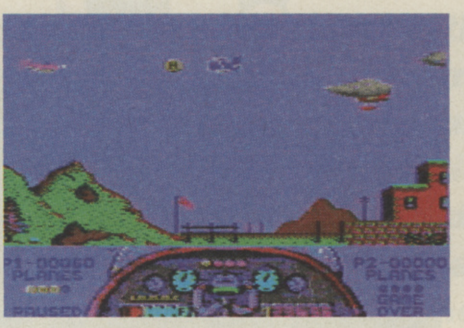
Moonwalk sucker! A strange caveman/hedgehog hybrid falls to his death. Just how cruel can Bangers be? About *THIS* cruel!



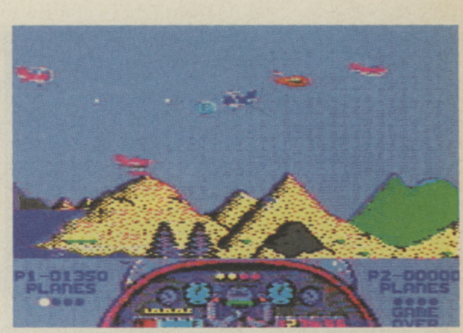
There was an old lady who lived in a small piece of the Alaskan Oil pipeline. Okay, so it might not look like much, but at least it's home – to a load of horrible old monsters.



Vroom! Neeowww! Rat-a-tat-a-tat-a-tat! Booooommmm! Sqelch! (*Squelch? – Ed.*)



Grab the H-bomb (or whatever) and head for the historical viaduct which your masters in Downing Street want destroyed.



You've got to be quick to collect some of the power-ups that drop your way. Here some fuel is about to be snaffled as it falls towards the mountains.

BLUE BARON

The year is 1918 and the Great War is entering its final bloody stages. But it hasn't been too bad for you, because you spend your time high above the muddy unpleasantness of the trenches in a biplane.

Yes, it's not such a miserable life in the Royal Flying Corps. Especially as you only have to worry about flying around in two dimensions. *The Blue Baron*, you see, is what we in magazine-land call a 'sideways-scroller'. So bang goes any chance of a mega-realistic Sopwith sim.

But fret not. It's still rather a lot of fun. What you have to do is get a mission briefing (which generally consists of two words like 'target bridge'). So get into your little (and it is rather little) biplane and chug off towards, er, the left. As you open fire and destroy the other planes in the sky, it will soon dawn on you that they leave weird little collectables behind them, which fall towards the ground. If you can swipe these, you'll earn yourself extra fuel, machine-gun bullets, bombs and repairs to your plane (this didn't happen in real life).

After a minute or two of flying over some rather cute little landscapes, you'll arrive at the target. Simply dive over it, reduce the speed and hit the space bar. With any luck you'll totally wipe out the bridge, fort, lake or whatever it is you've flown all that way to destroy.

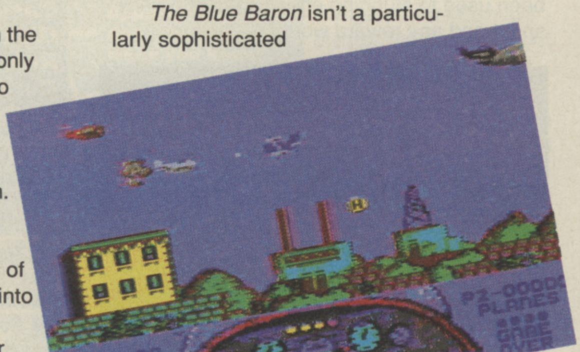
Then it's time to head back to your base. Don't relax, though, because the air is filled with other planes intent on ramming you and balloons floating stupidly around, not intent on anything much apart from getting in your way.

The Blue Baron isn't a particularly sophisticated game, but possibly because of this, once you start playing, you know you should be able to beat it, so you keep going. The biplane is responsive and the action occurs at a pretty respectable rate, so you won't get too hacked off if you play for quite a while. And it's a toughie, too. You get better as you learn where the enemy planes are attacking from, but you've got to keep moving and firing if you're going to stand any chance of getting over the target, dropping the bomb and successfully returning.

There are 12 missions, some requiring two hits on the main target. You need to land at a friendly airfield to reload and get your plane fixed for these double mission, thus providing you with more of a challenge (and almost certain death unless you have really mastered the game).

The fabled Blue Baron fellow doesn't actually make an appearance in the game, which is odd, but apart from that it's not bad. Don't expect anything new or inspiring, but if you're into a bit of quick joystick work and the odd machine-gunning, it might do you a treat.

JAMES LEACH



If it's a head-on assault you want, it's a head-on assault you shall have. And it'll hurt not inconsiderably.

IAN CYCLOPEDIA INVESTIGATES OLD PLANES

Although old planes are often thought of as rubbish, some weren't. But most of them were rubbish. They still hold records, though. Tom Sopwith, inventor of the Sopwith biplane, still has the record for sprinting from the end of the wing, into the cockpit and taking off. It took him nine seconds to get airborne in an old biplane.

Compare this to an average wait of at least 45 minutes for a modern Boeing 737 and, interestingly, you'll understand why not all old planes are rubbish.

Game	**Blue Baron**
Publisher	**Zeppelin**
Cassette	**£3.99**
Disk	**Unavailable**
Release	**Out now**
Contact	**091 395 7755**

POWER RATING

THE DOWNERS...

- It's a bit samey, with 12 very similar missions to fly.
- Doesn't exactly push the 64's capabilities to uncharted heights.
- Frustration can build up, causing serious nervous overload.

100

70%

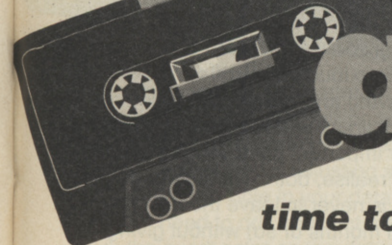
0

- **It's easy to get into so you don't have to worry about anything too complicated.**
- **12 missions should keep you playing for many an hour.**
- **You can go in any direction and at any speed, making the game more flexible.**
- **Two-player option works in turns like an arcade game.**
- **Loads of collectables and friendly airfields where you can have repairs.**
- **Rather jolly music.**

...AND THE UPPERS

DATA, SETTE and MATHS

Part 3



It's time to get down to the nuts and bolts of your datassette. What bits are what? What makes it tick, and what can you do to make sure it doesn't? Our technical bod Bones knows the answers and by bribing him with a matching set of Phillips screwdrivers and soldering irons we've got him to let you in on the secrets.

There's more to datassettes than just loading up games, as we've been telling you for the past two issue. We've shown you all sorts of weird and wonderful things you can do to make them more versatile and a handier chunk of metal and plastic to have around. But to do all these things what you need is a tape machine that's in tip top condition. So to round off the series, let's take an in-depth trip around the inner workings of the datassette and check out ways of keeping its bits in fully functional mode.

MAINTENANCE WORK

The record and playback 'heads' and the 'capstan wheel' will, over a period of time, and depending on usage, become gunged up with stuff picked up off the tapes, as well as dust particles floating around in the air. This is the most common cause of the problem which forces the "?LOAD ERROR" message to occur. So these bits of your datassette need to be cleaned regularly.

So what are the 'heads' and 'capstan wheel' and where do you find them? If you open the cover of your datassette and look inside you will see, positioned roughly in line with the PLAY key and between the REWIND and F.FWD keys, two cubed-shaped pieces of metal (or plastic) with the front edge bevelled. If you gently ease down on the PLAY key, they will move forward, and then back as you release pressure. These are the 'heads' and it is these which pick up the electromagnetic signals which the computer translates into either a program or data. If you look closely at the bevelled faces you will note tiny bars or inserts in the heads; it is these which should be kept scrupulously clean.

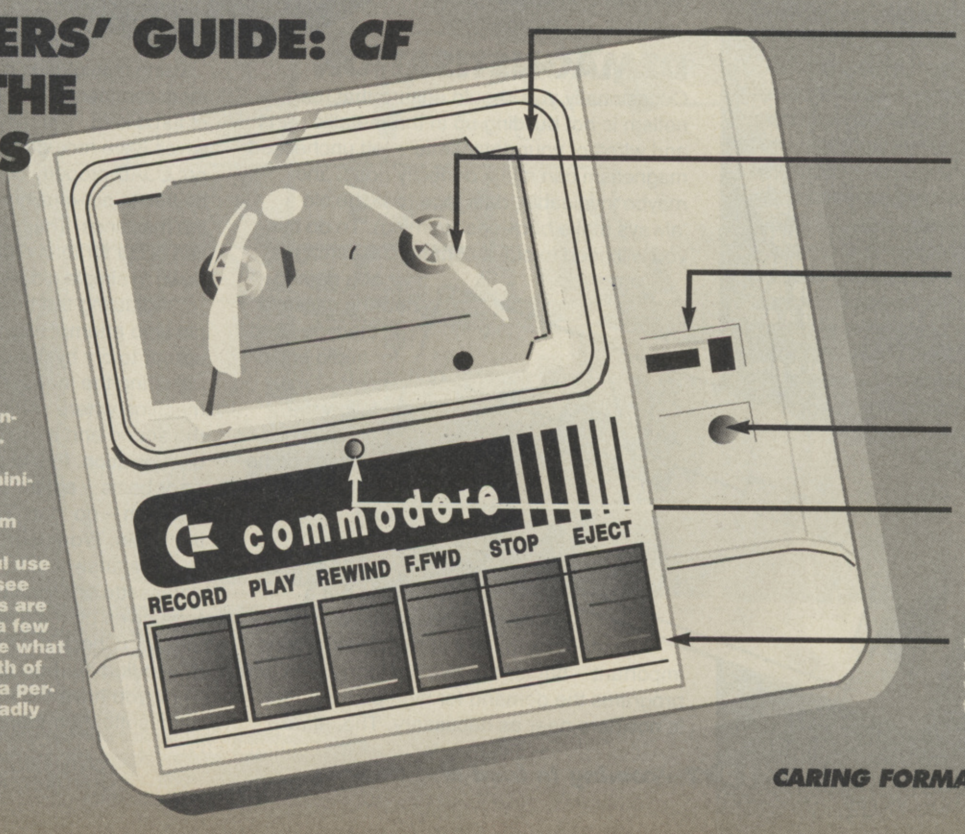
The capstan wheel or 'idler' as it's known to people who like technical jargon is the larger black wheel above the STOP key which moves forward to press against a pin which points upwards – the pin being the capstan. When in operation the capstan pin spins rapidly and when you press PLAY the idler pushes the tape against the pin, causing the tape to be pulled over the heads.

These four components, the two 'heads', the capstan pin and 'idler', should be cleaned at fairly regular intervals (depending on how often you use the datassette). To do so buy some cotton buds, and some alcohol or

BEGINNERS' GUIDE: *CF* STATES THE OBVIOUS

The classic C64 datassette. In its early days this dedicated tape player helped the 64 see off competitors who used normal cassette machines to load and save their data. It loads more frequently and can be remotely controlled by the computer. This means multi-loads are possible with the 'minimum' of hassle.

To get the most from this sturdy machine, though, requires careful use and regular checks to see that all the working bits are clean. This only takes a few minutes, but it can save what seems like week's worth of futile attempts to load a perfectly good tape on a badly maintained machine.



Where the cassette goes – have the open end of a cassette towards you when putting it in the deck.

Whirly things – these go round and pull the tape through the datassette.

Tape Counter – counts how many tapes you've loaded! (*Wrong! It helps you keep track of where you are on a tape – TMB.*)

Curious red light – sometimes it's off, sometimes it's on!

Drill here if this isn't here. (Not very obvious so see page 41 to understand what this is all about.)

Some buttons – that seem to work the whirly things 'where the tape goes'.

FITTING A LOUDSPEAKER

Any loudspeaker is suitable for this purpose, even a small speaker out of an old pocket radio will do. You will also need a 500 Ohm resistor, and if you want a volume control, then a potentiometer of 2-5 KOhms is what you need, plus some wire, a soldering iron, solder and a small ferrite board to connect everything to (these various components can easily be obtained from your local electronics supply shop).

Fit your loudspeaker and components to the board, then wire it up as shown in

PIN	TYPE
A-1	GROUND
B-2	+5 VOLTS
C-3	CASSETTE MOTOR
D-4	CASSETTE WRITE
E-5	CASSETTE READ
F-6	CASSETTE SENSE

Fig 1. The simplest way to connect the board to the datassette is by using the datassette plug which goes into the C64. Open up the plug and add your two wires to the appropriate pins as shown in Fig 2. Put the plug back together again and insert it into the cassette port on the back of the computer.

Switch on your C64 and place a tape with a program on it into the datassette and press the PLAY key, and you will hear one of two sounds. A whistling sound all on one note denotes the start of a block, and a 'chirping'! sound is associated with the data recorded on the tape. Using these sounds you can:

(a) Work out the optimum position of the tape heads. To do this place a commercial program in the recorder and adjust the 'head' screw until you find the best optimum position of the sound. This is usually when it is at its loudest and least fuzzy-sounding.

(b) Find when you are at the start of a program by the single note whistling sound. By winding on a little and then once again listening in with PLAY, it is much easier to find the start of the next program.

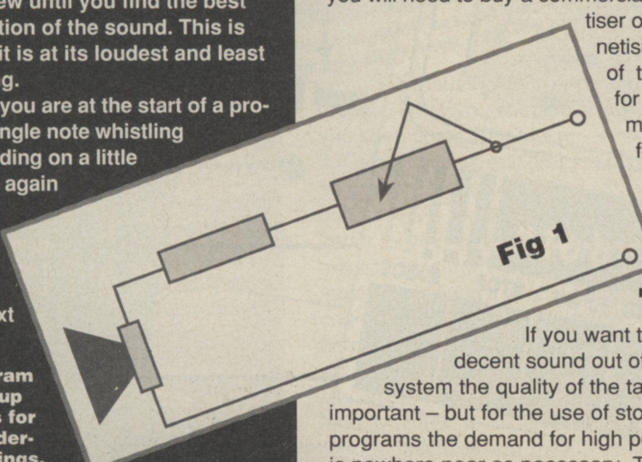
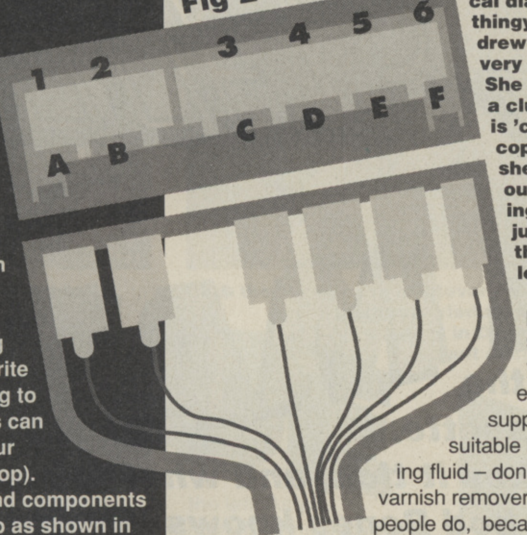


Fig 1

A circuit diagram of how to set up your speakers for those who understand such things.

Fig 2



Here's a technical diagram-type thingy that Lisa drew and is very proud of. She hasn't got a clue what it is 'cos she just copied it, but she could find out by reading that box just over there to the left a bit.

petroleum spirit. Ask at your local electronic suppliers for suitable head cleaning fluid – don't use nail varnish remover, as some people do, because it is *not* a good idea (*unless you've managed to spill nail varnish inside your datassette, which isn't beyond the realms of possibility when it comes to you humans – TMB*).

Dip a bud into the cleaning fluid and clean the heads until the bud doesn't seem to be getting any dirtier. (If you can't tell if it's getting any dirtier, use a new bud and clean your tape heads more often!) Then use another bud to dry them off thoroughly. Do the same with the capstan pin, then again with the idler. The idler will take the longest time to clean; just keep using the buds until there is no longer any sign of staining. The machine should perform more reliably now that all that gunge has been removed!

MAINTENANCE CHECKLIST

To avoid getting those irritating "?LOAD ERROR" messages you can either never load a program again or follow these tips:

- On your datassette, clean the tape heads, capstan wheel and captan pin regularly and check that your tape heads are correctly aligned.
- Demagnetise your datassette frequently using a demagnetising kit (easily available in shops).
- Avoid storing tapes near strong magnetic forces (ie, loudspeakers, microwaves).
- Use C30 and C60 tapes, because they have less of a tendency to stretch.

DEMAGNETISATION

Occasionally you should ensure that magnetism is not building up in the metallic parts and wires of your datassette – left unchecked magnetism can ruin a perfectly good, and maybe invaluable, data tape (cue the old 'always make back-ups' warning). To do this you will need to buy a commercial demagnetiser or a demagnetising cassette of the type used for audio equipment. Simply follow the instructions which come with them.

TAPES

If you want to get a decent sound out of your stereo system the quality of the tapes is very important – but for the use of storing data and programs the demand for high performance is nowhere near as necessary. The, almost but not quite, cheapest tapes on the market will serve you admirably, and my personal preference for the best size to purchase is the C30 or C60 sizes; these will hold a large number of programs, and are less prone to stretching than the C90 or especially the C120. Plus the C30 and C60 don't take so long to rewind.

Always avoid storing your cassettes near to strong magnetic fields (which can be generated by stereo loudspeakers, televisions and microwaves) and always store them in dust-free containers whenever you possibly can. Another important point which many people don't realise, both with data tapes, or audio tapes, is never to leave them for too long (several months or so) without giving them an occasional rewind. The ferrite, or magnetic, coatings which make up the surface of the tape can interact with each other making nasty changes that you don't really want! (Then again they could improve your Danii Minogue tape no end.)

Finally, it is a very good idea to make copies of all your important programs and data which you want to keep on a protected cassette tape. Never work from these copies, simply keep them so that you can make another working copy if, for some reason or other, you destroy or loose your current working copy. (But keep in mind that it is illegal to make copies of commercial programs and data unless you have the express permission of the copyright owner to do so. Only copy your own work.)

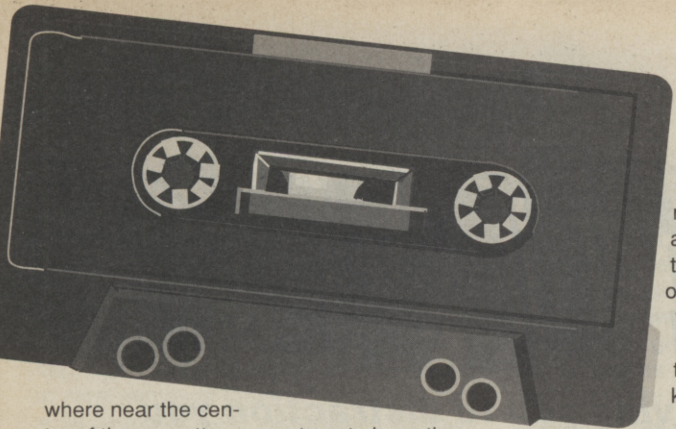
ADJUSTING YOUR HEAD

The alignment of the record head is critical, especially when using fast-loading (turbo) programs, and most commercial software does use some form of turbo load. You may find that programs which were recorded on another machine will not LOAD properly on your machine. This can be due to out-of-alignment heads on either of the machines. The misalignment of the head can occur for many reasons, but usually it's down to simple old wear and tear.

Adjusting the head is tricky and most people who attempt alignment walk off to a dark corner to cry hysterically. It isn't the same as adjusting the 'head' of an audio cassette machine where you can hear the quality of the sound and thus delicately adjust to the best position. It is usually done on a trial and error basis – adjust slightly, then try to load a program – no load – adjust again – try loading again. Woe upon woe!

The answer is to fit a loudspeaker to your datassette and listen to the audio signal the tape gives off – it then becomes rather more simple. (Check out the Fitting a Loudspeaker box to find out how to do this).

If you have the latest version of the datassette then there is a small hole some-



where near the centre of the cassette compartment above the REWIND key. A small Phillips screwdriver can be poked into this hole where it will fit neatly into the 'head' adjusting screw. If you don't have this hole in your datassette then you will need to drill one. But make sure you pick the exact point on the datassette's cover to drill your hole! (It's labelled 'drill here if this isn't here' on the diagram on page 39.)

Great care should be exercised when adjusting the screw; at most you'll need to turn it twice in either direction with half a turn usually sufficient. It is so easy to over-screw and out comes the screw to flop around inside your datassette, and it's no easy task to replace it in the threads again.

Once upon a time it was possible to purchase a kit which you could fit to your datassette and which enabled you to make adjustments very easily – in fact, you could buy a complete new datassette with this kit already fitted. I haven't seen them about for a while but if any of you know whether they are they still being produced or if some shop has a huge stock of the things write in and let me know.

OLD CASSETTE TAPES

Of course, if your 'head' has been out of true for some time and you've been writing and saving programs in the meantime, then when you come to adjustments to the 'head' you might find that it is no longer possible to LOAD your old programs.

There are a couple of solutions to this problem.You can load a program into memory with the heads in their non-aligned position, then adjust the tape heads and save the programs to a new tape. This means that you have to keep readjusting your datassette back and forth for each program, which adds a whole new dimension to the word tedium. Alternatively you could you could buy (purchase or borrow) another correctly aligned datassette, load a program into memory using your misaligned datassette, then save out to the new datassette!

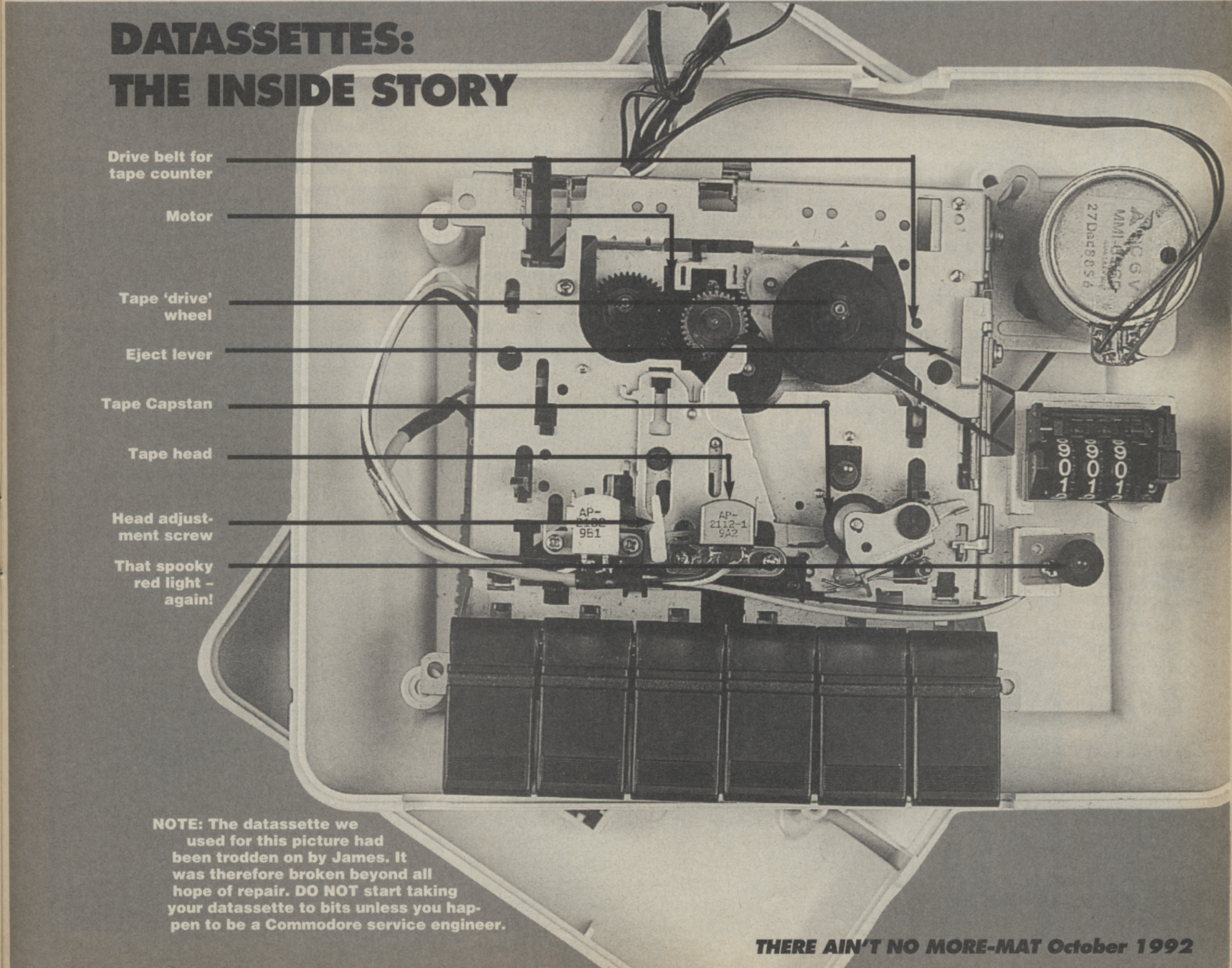
THE END (SOB!)

I hope this excursion into the realms of the datassette has whetted your appetite for more. It is a uniquely British piece of machinery; most foreign computer users reckon we're slightly mad to use them the way we do. They mostly use disk drives, and use tapes for mass storage, archiving and back-up.

Are they right? After all, a tape machine is far cheaper than a disk drive, and if you are not planning to do much more than play games with your computer what's the difference? Okay the tape loads programs a touch slower, but who's in a hurry?

Before I bought my disk drive, I wrote some fairly substantial programs using a memory-based machine code assembler. I must admit that I did finish up with quite a huge stack of C15 cassettes just for one program with files on this one or that one for the different aspects of the program. But when finished and all assembled together, the program was just as good as it would have been if I had used a disk drive. Then again, it's not an experience I would like to have to go through again! The choice is yours...

DATASSETTES: THE INSIDE STORY



NOTE: The datassette we used for this picture had been trodden on by James. It was therefore broken beyond all hope of repair. DO NOT start taking your datassette to bits unless you happen to be a Commodore service engineer.

INSIDE INFO

If there's a techie problem driving you to distraction you can either A) trash your 64 or B) write to the hit-man, Jason Finch, at Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. Option A will set you back around £100, option B a mere 24p. The choice is yours.

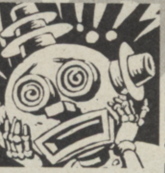
DRIVE OUT

Dear Inside Info,
1. Does the company that produces LIGHT Disk 64 produce it on a 3.5-inch disk that I can use with a TIB drive?
2. Does anyone else produce software for the 3.5-inch disk drive, and if so, who?
3. Why does *CF* advertise Amiga products when I thought *CF* was solely for the C64?
Aaron Sarson, Humberside.

And the answers are: No, no and money. Seriously, the 3.5-inch TIB drive is not very well supported at all because it is so 'unfriendly' towards a programmer that wants to put it to any serious use. I am, of course, the man that can (or in this case can't) at DataSphere Publications and I can tell you first hand that it is unlikely we will ever put LIGHT into that format purely because we have been unable to coax TIB Plc into giving us any information on how to access the drive successfully from within programs.

Incidentally, for people interested... LIGHT is now only £2.20 and well worth the outlay it is too! Plug over – you don't mind, do you Ed?

As to why *CF* advertise Amiga stuff, and I'm no Advertising Exec, it's probably because those companies WANT to advertise in *CF* which is, in turn, because a lot of *CF*'s readers also own Amigas but don't necessarily buy Amiga mags. And Jackie, our Ad bod, isn't going to turn away anybody who wants to advertise (unless they sound a bit dodgy or unsound, that is).



SPEAK FORTH

Dear Inside Info,
Please, please help me. I like writing programs a lot and I was wondering if it is possible to have speech in programs without any additional hardware?
David Lees, Brighton.

Yes and no. A long long time ago there was something published called, wait for it, *Speech* which was a piece of software that created a sort of robotic speech which was almost understandable so long as you knew what it was supposed to be saying. (*I'm warning you, this is a British Rail announcer jokes-free zone – Ed.*) That was published by Superior Software and you may be able to pick up a second-hand copy from somewhere. A similar system,

OPENING UP

Dear Inside Info,
How do commercial games such as *Armalyte*, *Wizball*, *Delta* and so forth use the top (or bottom) of the screen OUTSIDE the window, in the border? Is there some super-secret register in the VIC that I don't know about? It says nothing in the manual about displaying things in the border area.
Bagpuss, England.

Why do people feel inclined to be anonymous? Your question isn't *that* embarrassing. Well, whoever you may be, opening up the top and bottom borders is not too tricky and the method was kept a well-guarded secret when first discovered. Basically the register responsible for it all is the plain ol' VIC Control Register – location 53265. By 'shrinking' the screen to 24 rows and subsequently 'expanding' it back up to 25 at strategic time intervals, you can make the top and bottom borders simply vanish!

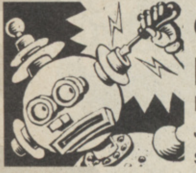
No text can be typed there, but sprites are visible in the newly-created areas. It relies on raster interrupts and if you know something of machine language you could disassemble the code created by the following program and see exactly how the little trick is pulled off. Suffice to say it shouldn't happen really and is a bug in the chip.

```
0 REM BORDER SPRITES BY JASON FINCH
1 FOR X=49152 TO 49237:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>10432 THEN PRINT "DATA ERROR":END
3 SYS 49152
10 DATA 120,169,037,141,020,003,169,192
11 DATA 141,021,003,169,027,141,017,208
12 DATA 169,049,141,018,208,173,025,208
13 DATA 169,C01,141,025,208,141,026,208
14 DATA 141,013,220,096,000,173,036,192
15 DATA 208,022,173,017,208,009,008,141
16 DATA 017,208,169,249,141,018,208,238
17 DATA 036,192,238,025,208,076,049,234
18 DATA 173,017,208,041,247,141,017,208
19 DATA 169,049,141,018,208,206,036,192
20 DATA 238,025,208,076,129,234
```

This'll hurt you more than it does me...

and I'm not sure whether it wasn't actually the same system, was used in a game called *Arabian Nights* or *Knights of Arabia* – something like that anyway.

If you want decent speech then you will need hardware. But the hardware is expensive – £50 for a sound sampler or a bit less if you can find a Currah speech cartridge around anywhere. Speech found in most games of today is "sampled" from what people actually say and it is digitised into a form that the computer can play back – very techie indeed. But yeah, sure, you can have software speech but I don't know where you could obtain a copy of Superior Software's *Speech* as it went out of production aeons ago.



OMDARN NUMBERS?

Dear Inside Info,
Just a very quick note to say how nice it is to see a new face on the Inside Info pages – instead of just getting a reply, people are now actually getting those replies explained to them clearly as well. It's excellent to see such an improvement. Please keep up the good work.

After all that buttering up I need to ask a question myself. How do I stop a program generating the same sequence of random numbers each time I load it up after switching on my C64? I thought I would build a random element into a game I'm writing, but the same random numbers keep on coming up! Surely they can't be that random!
Stewart Hall, Cambridge.

Most computers generate what are called pseudo-random numbers where each number produced is based on the number that went before it and a few other factors which we won't go into here. Because of this fact, and the fact that the C64 always starts with the same first pseudo-random number, the sequence is always the same each time you switch on the C64. In order to change this you need to 'seed' the random number generator. This will force the C64 to choose a different first number each time and so produce random sequences.

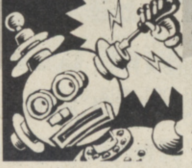
To do this just put A=RND(-TI) at the start of your program. TI is to do with the system clock which is forever changing so that will never give the same value; the minus sign indicates that you want this command to alter the random number generator in a more drastic way than normal. I hope that helps.

ALL THE WAY

Dear Inside Info,
How can you make a sprite move all the way across the screen? I keep getting an 'Illegal Quantity Error' message when it is only half way across the screen when I try it.
Bod, Kings Lynn.

It's all to do with the dreaded MSB – Most Significant Bit. The highest number you can POKE into any location in the memory is 255. As you have discovered already, when you `POKE 53248,255` (the horizontal position of sprite zero) the sprite is only some of the way across the screen. If you now were to give the command `POKE 53264,1:POKE 53248,0` you would find that the sprite would move to the right a little. Now you could `POKE 53248,72` or something and find it was pretty well over to the right. Location `53264` controls that aspect of a sprite.

In the same manner that you switch sprites on through `53269`, you use the same method to put sprites on the right-hand side of the screen through 53264. In general, for sprite zero you should do the following to position it: `POKE 53248,X AND 255:POKE 53264,X/256:POKE 53249,Y` where X is the horizontal position, now in the range 0-511 and not 0-255, and Y is the vertical position. For other sprites you'll have to play around with `53264`.

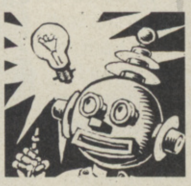


SEEING DOUBLE

Dear Inside Info,
A short but sweet poser for you here. How can you print two different sprites at the same time?
Anthony Hutchinson, Darlington.

From Basic you can have up to eight sprites on-screen at once. To position them use the command `POKE 53248+N*2,X` and `POKE 53249+N*2,Y` and to colour them use `POKE 53287+N,C`. To change what they look like `POKE 2040+N,P` and to switch them on `POKE 53269,255` (for all eight).

In all that lot, N represents the sprite number from zero to seven inclusive. That should get you started. Maybe a feature on sprites would be a good idea, Ed? (*You mean the little Elves? – Ed.*)



ALL CLEAR

Dear Inside Info,
I'm an amateur machine language programmer and an avid reader of *Commodore Format*. Way back in *CF*9 there were a few programs that speeded up the process of clearing the high resolution bit-mapped screen. So I've written a machine language program that clears the bit-mapped screen in less than a second.

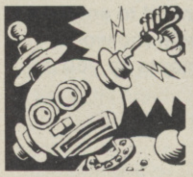
First type in the program and then save it to tape or disk. After you run it, you will be able to enter SYS 49152 and the bit-mapped screen will be cleared and set to whatever colour you want. The bit-mapped screen will be set to start at location 8192 – see a programming manual for more details. To determine which colour the screen is set to, enter `POKE 49166,X` after you have run the program. The variable X is the colour value which can be found on page 61 of the Users Manual.

And I've noticed that Inside Info hasn't been as good as usual lately because you haven't been printing many good listings.
David Townsend, Nuneaton.

First of all, David, I can't print what I don't have. If nobody sends me listings that are suitable for inclusion then how can I print them? Having said that, there has been an upturn this month and I've scattered a few more listings than usual throughout the Inside Info pages. I trust you're impressed.

And here's that program:

```
0 REM QUICK BIT-MAP BY DAVID TOWNSEND
1 FOR X=49152 TO 49230:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>10902 THEN PRINT "DATA ERROR":END
3 PRINT "SYS 49152 WILL NOW CLEAR THE
BIT-MAPPED SCREEN"
10 DATA 173,024,208,009,008,141,024,208
11 DATA 173,017,208,009,032,141,017,208
12 DATA 169,255,162,032,160,250,141,252
13 DATA 000,169,031,141,253,000,169,000
14 DATA 145,252,136,208,249,024,173,252
15 DATA 000,105,250,141,252,000,173,253
16 DATA 000,105,000,141,253,000,160,250
17 DATA 202,208,227,162,250,169,001,157
18 DATA 255,003,157,249,004,157,243,005
19 DATA 157,237,006,202,208,241,096
```



CREATURE COMFORTS

Dear Inside Info,
On the *Creatures 2* title screen, how do they make the "APEX COMPUTER PRODUCTIONS" to flash the way it does?
Richard Archibald, County Antrim.

Oh well, another request for that flashy effect. In *CF*23 David Rhodes was after a similar effect but it really is complicated unless you program in machine language. So this is one of those occasions when I provide you with a listing and

Some random numbers you just can't count on, you know?

ask that you just accept it works. The listing will read in a load of data and display a little message at the top of the screen. You'll then see it do something rather special, á la *Creatures 2* title screen. Basically it is done by changing the background colour lots and lots of times really rapidly and then text is printed on the screen in REVERSE mode (by pressing the CTRL key, tapping 9 and then typing). It is only the background colour that shows through and because this is changing and cycling through different colours very rapidly, it looks as though the text is glowing. Like most things, it's just an illusion.

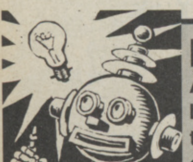
Have a play with it anyway. If you use it in your own programs, you won't need the data from line 36 onwards – that just displays the message in my demo. One other thing, if you change the number 049 in line 13 to something else, the coloured bars will move. You shouldn't go lower than 49 and you should go up in multiples of 8. For example, you could try 57, 65, 73 and so on. Enjoy it!

```
0 REM CREATURES 2 EFFECT BY JASON FINCH
1 PRINT CHR$(147);CHR$(17);CHR$(17);
CHR$(17)
2 FOR X=49152 TO 49355:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>20974 THEN PRINT "DATA ERROR":END
4 FOR X=1024 TO 1183:READ Y:C=C+Y:POKE
X,Y:NEXT
5 IF C<>41503 THEN PRINT "DATA
ERROR":END
6 FOR X=55296 TO 55456:POKE
X,0:NEXT
7 POKE 53280,0:SYS 49152
10 DATA 032,087,192,032,007,
192,096,120
11 DATA 169,043,141,020,003,
169,192,141
12 DATA 021,003,169,027,141,
017, 208,169
13 DATA 049,141,018,208,173,025,
208,169
14 DATA 001,141,025,208,141,026,208,141
15 DATA 013,220,096,162,007,202,208,253
16 DATA 234,188,140,192,189,204,192,136
17 DATA 208,253,234,234,141,033,208,232
18 DATA 224,032,208,237,162,008,202,208
19 DATA 253,169,000,141,033,208,032,087
20 DATA 192,238,025,208,076,049,234,172
21 DATA 172,192,162,000,189,173,192,157
22 DATA 172,192,232,224,015,208,245,140
23 DATA 187,192,172,203,192,162,014,189
24 DATA 188,192,157,189,192,202,016,247
25 DATA 140,188,192,162,000,189,180,192
26 DATA 157,204,192,157,220,192,232,224
27 DATA 016,208,242,096,008,001,008,008
28 DATA 008,008,008,008,008,001,008,008
29 DATA 008,008,008,008,008,001,008,008
30 DATA 008,008,008,008,008,001,008,008
31 DATA 008,008,008,008,000,006,014,003
32 DATA 013,001,001,001,001,001,013,003
33 DATA 014,006,000,000,000,000,006,014
34 DATA 003,013,001,001,001,001,001,013
35 DATA 003,014,006,000
36 DATA 119,098,098,160,032,098,119,160
37 DATA 032,070,098,160,119,098,119,160
38 DATA 098,032,098,160,032,160,032,160
39 DATA 032,098,119,160,032,070,098,160
40 DATA 119,070,098,160,160,098,070,119
41 DATA 111,226,226,160,032,098,069,160
42 DATA 032,068,226,160,032,098,032,160
43 DATA 160,032,160,160,111,226,111,160
44 DATA 032,098,069,160,032,068,226,160
45 DATA 226,068,111,160,160,032,068,226
46 DATA 148,133,152,148,160,131,143,140
47 DATA 143,149,146,137,142,135,160,133
48 DATA 134,134,133,131,148,160,134,146
49 DATA 143,141,160,162,131,146,133,129
50 DATA 148,149,146,133,147,160,178,162
51 DATA 146,133,131,146,133,129,148,133
52 DATA 132,160,134,143,146,160,137,142
53 DATA 147,137,132,133,160,137,142,134
54 DATA 143,160,130,153,160,138,129,147
55 DATA 143,142,160,134,137,142,131,136
```

OOPS!

Dear Inside Info,
Why didn't any of the listings in *CF*24 work?
Ed Squirmer, Burton-on-Trent.

Um, well that's a bit of an exaggeration. Some of them worked. The ones that didn't were those with lines such as `IF C11818 THEN PRINT "DATA ERROR":END` in them. This is because they should have read something along the lines of `IF C<>11818 THEN PRINT "DATA ERROR":END`. In other words some strange bug in the computers our end swallowed all the <> signs. Very weird. Very weird indeed. Almost as weird as some as Dave's eating habits. (*In fact, we reckon Dave ate all the <>s – Ed.*) Sorry about that. It won't happen again.



BEHIND BARS

After a considerable number of pleas for a program that will allow a menu to be displayed on the screen with a bar that moves over the different options I've knocked up listing which does just that. You don't need to enter any of the lines that start off with the word REM – they are just comments so you can see what is going on.

```
100 DIM N$(5)
110 PRINT CHR$(147):GOSUB 1000
120 PRINT CHR$(19)"YOU CHOSE OPTION NUM-
BER";CH130 END
140 :1
50 REM  THE FOLLOWING LINES SHOW HOW
160 REM  YOU COULD THEN JUMP TO
170 REM  DIFFERENT ROUTINES DEPENDING
180 REM  ON WHAT OPTION WAS CHOSEN
190 :
200 IF CH=1 THEN 10000
210 IF CH=2 THEN 11000
220 IF CH=3 THEN 12000
230 IF CH=4 THEN 13000
240 IF CH=5 THEN 14000
250 :
999 REM  EXAMPLE OPTIONS
1000 N$(1)=" LOAD PROGRAM      "
1010 N$(2)=" SAVE PROGRAM      "
1020 N$(3)=" READ INFORMATION "
1030 N$(4)=" PRINT OPTIONS     "
1040 N$(5)=" EXIT SYSTEM       "
1050 X=10:Y=10:MX=5
1060 GOSUB 5000
1070 RETURN
1080 :
4998 REM  ROUTINE TO DEAL
WITH
4999 REM  SELECTING THE
OPTIONS
5000 CH=1
5010 FOR I=1 TO MX
5020 YP=Y+I:XP=X:R=0
5030 GOSUB 5150:PRINT
N$(I)
5040 NEXT5049 :
5050 YP=Y+CH:XP=X:R=1
5060 GOSUB 5150:PRINT N$(CH)
5069 :
5070 GET A$
5080 IF A$=CHR$(13) THEN RETURN
5090 IF A$CHR$(17) AND A$CHR$(145) THEN
5070
5100 YP=Y+CH: XP=X: R=0
5110 GOSUB 5150:PRINT N$(CH)
5119 :
5120 IF A$=CHR$(17) THEN CH=CH+1:IF CH>MX
THEN CH=MX
5130 IF A$=CHR$(145) THEN CH=CH-1:IF CH<1
THEN CH=1
5140 GOTO 5050
5147 :
5148 REM  POSITION CURSOR AND PUT
5149 REM  REVERSE MODE ON OR OFF
5150 POKE 781,YP:POKE 782,XP:POKE
783,0:SYS 65520
5160 POKE 199,R
5170 RETURN
```

Strewth, with all that overcrowding in modern prisons it's like torture in there.

What generally goes on is this: the GOSUB 1000 statement in line 120 goes to our options menu. In lines 1000 to 1040 the titles for this menu are set up into variables. Line 1050 defines whereabouts on the screen the screen the menu will be plotted – X is how far across the screen and Y is how far down. The value in MX tells the program how many options are in that menu. The GOSUB 5000 statement then calls a general routine that will deal with highlighting the options. Lines 5000 to 5040 simply print all the options and lines 5050 and 5060 print the first one in 'reverse' – highlighted. Lines 5070 to 5090 deal with keypresses. CHR$(13) is the code for when you hit the Return key, CHR$(17) is for the cursor down key and CHR$(145) is for the cursor up key.

Lines 5100 and 5110 make the previously highlighted option 'plain' and lines 5120 and 5130 decide whether you are going up the list of options or down it. When the GOTO statement is given the program goes to line 5050 and prints the newly-selected option in reverse. Lines 5150 and 5160 represent a neat cursor positioning routine that you can extract for your own programs. Just make XP and YP contain the coordinates of the cursor position you want (such as XP=5:YP=3) and that R is either equal to 0 or 1 to determine whether reverse mode is wanted or not. Phew!

HORROR BEYOND BELIEF!

The Mighty Brain

CERT X

He's mean, he's lean and he's writing in green.* (Pity it's a black and white page, then – Ed.)** ***TMB is back and this time he's mad – he'd have to be to wade through the mountains of mail that arrive marked TMB, **Commodore Format,** ***30 Monmouth Street, Bath, Avon BA1 2BW. So drive him completely gaga and send in your questions.***

CREDIT NOTE

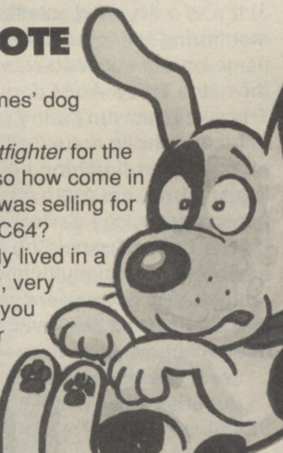
Dear Mighty Pain

1) Has Roger Frames' dog ever bitten you?

2) I believe that *Pitfighter* for the C64 was £10.99, so how come in Makro Glasgow it was selling for only £3.99 for the C64?

3) If you have really lived in a glass jar for a very, very long time why are you so massive in your intro picture?

Colin Brady,
Portglasgow.



Debit – his bark is worse than his Kylie impression.

1) No Debit has never bitten me. A couple of weeks ago, though, he did savage Ian Cyclopedia's new worsted tweed trousers. Quite smart for dog, is our Debit.

2) Yes, £10.99 was the recommended price for *Pitfighter* at the time of release. This Makro you speak of is, I would imagine, running at lowish profit margins and has negotiated a very good deal on their games from the distributors. The older a game is the lower its price. Therefore the £3.99 price simply reflects market forces.

3) See PSYCHIC ATTACK! answers 1a, b and c on the next page. Those people never did get the hang of scale!

TMB

MUTLI-FACETED?

To TMB

It's sad that I say goodbye to my Sinclair Plus 3 but even better to say hello to my Commodore C64. For one thing it means I can ask you a few questions:

1) Which company produces *Kick Off 2* and can you get it on cartridge?

2) Could *CF* put a list of all the games that are currently available on cartridge for the C64 in the next issue?

3) I see that your tape can go on disk but not on cartridge. Why's that?

4) Is the Action Replay the same as a Multiface, but for the C64?

A Talyorson, Billingham.

1) *Kick Off 2* is published by Anco, but unfortunately only on tape and disk.

2) Leach, are you listening? Ah, good, you are. What about a complete cart listing? In a few months you reckon? Now, you promise? Good!

3) Both tape and disk are reasonably easy to duplicate, at either high or low volume. Carts, on the other hand, are far more difficult and costly to duplicate even in large quantities. Hence we are only able offer Powerpacks on tape and disk.

4) They sure are. The two devices do an almost identical job. Both are utility cartridges that offer a range of machine management tools. Handy, eh?

TMB

INVERTED SNOBBERY

Dear TMB

On page 31 of *CF*23 in the Powerplay section for the picture of Roger Frames there was a picture of you and even worse for the picture of you there was a picture of Roger. Have you turned into a little stinge bag all of a sudden?

Michael Bailey, Bishops Stortford.

Yes it was horrible wasn't it? For a whole month I felt small and tight-fisted and there was a (temporary) lowering of my IQ. I'm OK now, but I'm not so sure Roger likes being human again!

TMB

RED DWARF RULES OK

Dear TMB

If you reckon you're so mega-brainy then have a go at answering these questions:

1) My C2N hardly loads any of my games. I have already sent back 11 Powerpacks but most of the replacements don't load. Why?

A gratuitous *Red Dwarf* piccie to go with a gratuitous *Red Dwarf* letter heading.

2) Why does Roger Frames review budget games that have been in the shops for months?

3) What percentage would you give *Rodland*, *Supremacy* and *TurboCharge*?

4) What are playability and gameplay?

5) Why do you call the *CF* team 'Veggies'?

6) In *CF*23 were you serious about *Midnight Residence*?

7) Stop picking on Dannii Minogue. How could anyone not like her?

Johnathan Washbrook,
Stevenage.

PS. My favourite singers are Vanessa Williams and Mariah Carey.

1) The problem could always be the C2N itself. It probably isn't broken – these things could survive a limited nuclear war

– but it may need a bit of cleaning or tweaking to make it work perfectly again. Turn to page 39 for our Data, Sette and Maths feature for full details on how to keep your tape in tip top condition.

2) There is an inevitable 'time lag' involved in monthly magazines. I, for example, am writing this on 20th of August, but you're only seeing it now! This makes getting the reviews in the mag to appear at the same time as the games are released somewhat tricky, and careful negotiation between the publishers and reviewers is necessary. As you can imagine Rog' hasn't mastered this skill yet. James has been giving him a hand recently and things are getting better. But even if we miss a release, we still think that a (slightly) late review is better than no review at all.

3) I'd give *Rodders* about 80 per cent and *Turbocharge* a Corker 90ish per cent. As for *Supremacy* I think that it is a sound strategy test – one of the best, in fact. Yet when I dug it out recently, as well as romping to another swift victory, I noticed a few xenophobic overtones that I didn't like. For instance, why isn't there an option that allows you to play the alien and not the human? As an off-worlder myself I take this omission as a personal affront. So now I'd give the game about minus five per cent.

4) Playability simply expresses how playable a game is. This quality is determined by a number of disparate factors. It refers to how well the control system works, how easily the game can be picked up, how clear your objectives are, difficulty settings, how well balanced the 'gameplay' is and so on. Basically it is how fair the game is and how well it lets you express yourself within the natural confines of the game structure.

Gameplay is an even more slippery customer. Gameplay in many ways doesn't exist. You can't measure or guarantee it. Effectively it is how well a game teaches and enforces its own rules. In the first few screens of any game you learn the basic rules – what kills you, what the bonuses do, etc – and then as you get deeper into the game these 'basic' rules are refined and new rules are introduced. If no rules are introduced the gameplay stagnates, and if new ones are introduced with no warning then the gameplay is killed. But if the game slowly leads you through a learning curve (*I heard that! – Lisa.*) then the gameplay can be considered good, as your playing skill is continually honed and the challenge is always fresh!

5) I used to find it funny but then someone pointed out how just how excellent vegetables can be. They have brilliant nutritional qualities and come in all-manner of colours, shapes and sizes. But as for the *CF* team, hmm, maybe a little salt water...

6) We are talking 'Jape of the Century', April, May, June, July and August fool!

7) It's easy.

TMB

THE MONEY LISA

Dear TMB

Right look here you little squirt! I have spent over two pounds – TWO POUNDS!! on stamps and envelopes writing to you. Not once have you replied – I'm desperate.

1) Will Ocean be releasing the *Terminator 2* cartridge for general sale or will I have to buy a new C64 to play it?

2) Will *Terminator* (the first one) be converted to the C64? Will *T2* the arcade version be released on the 64?

3) In *CF*21 you were graffiti-ing a very expensive space satellite. Explain yourself!

4) What I want to know is how can Lisa Nicholls afford that lifestyle? Is her hobby bank raiding?

That's all for now but I'll be back!

Greg Sharman,
Stockton Heath.

WANTED
£ REWARD £

The only people who are really desperate to get hold of Lisa are the Inland Revenue, but as she is a tax exile in Monaco, tough luck.

1) I think you'll find it available on tape (£11.99) or disk (£15.99) from Ocean who can be contacted on 061 8326633.

2) There have been no licence announcements yet for either title.

3) It was a dis-used satellite that I'd been monitoring for sometime. The only bit of the name I could still read was ERBIRD 5, and the name Tracy. And I dare say that this Tracy woman won't mind my little doodle.

4) Lisa Nicholls actually earned her money. After finishing her medical training and post graduate studies in immunology, she perfected a vaccine for MARTin's Syndrome. She sold the patent to a pharmaceutical multinational and is currently taking a few years sabbatical before making her next life-saving discovery. I think that having done such sterling deeds for humanity she deserves a few little luxuries – like five Ferraris, six yachts, a diamond the size of her head...

TMB

THE PSYCHIC ATTACK!

Dear TMB

Surprisingly enough I have a few questions that I feel you should answer.

1) In the magazine you are depicted destroying the Earth. Now:
- a) Why has it not been reported on the *Nine O'Clock News*?
- b) Why haven't you been arrested?
- c) Why do you help those inferior humans with their computer problems?

2) Could you ask the appropriate inferior human to print more maps, especially one for *Batman – The Caped Crusader*?

3) When I was loading *Bug Bomber* it said 'LOADING Bug Blaster'. Why?

4) Why were questions four and five printed the wrong way around for 'Berwick Rangers for the Cup', *CF*23.

Amos Pritchard, Holywell, Clwyd.

1) The planet in the picture may look like Earth, but the planet that it actually is:
- **a) doesn't have TVs and...**
- **b) ... doesn't have police forces.**
- **c) Because I'm a nice guy.**

2) Consider them asked.

3) It appears that the person who compiles our tapes cannot, quite understandably, read Mr Webb's handwriting. And in the letter describing the contents and order of Powerpack 23, it was far worse than usual. We were lucky to escape with 'Blaster' – it could have been far, far worse.

4) I was toying with a new numbering system based on the bar codes on Sainsbury's own-brand toilet paper. I thought I'd give it a blast but, you know, it just didn't work out.

TMB

The Mighty Brain

It looks like Earth, but it is, in fact, not. TMB visits Zigblud Five occasionally for a bit of recreation. The locals seem to enjoy the experience, too.

CERTAINLY CJ

Dear Mighty Brain

Please could you answer my questions:

1) Do you know of any *very* good platform games, *CJ*-style, that are available on budget?

2) How many levels does *DJ Puff* have?

3) Why are C64 cartridges so hard to find?

4) Does it make a difference if you use LOAD or SHIFT and RUN/STOP?

5) I've a hot tip that Úéâzléß might come first in the intergalactic Fangtoti Races next millennium – odds 100 - 1.

MR Michael, Kempsey.

1) Well, although it's not strictly in the same style, *Rainbow Islands* is a brilliant platformer. The difference – and the rea-

son it's better – is that there is no one route through, you have a lot more choice. It is very good though and available from Hit Squad (061 832 6633) for £3.99.

2) Well, we've got three of them mapped out on page 23 this very issue.

3) Because they're quite small and generally dark in colour.

4) Yes, because LOAD just loads the program but doesn't run it. RUN/STOP and SHIFT loads and then RUNs the program. Normally this makes little difference, but occasionally it can mess things up if you use the wrong command.

5) Yes, but remember that the Fangtoti Races are for two-year old fillies and Úéâzléß is already one-and-a-half! By the time of the race – allowing for warp space adjustment – he'll be 83!

TMB

WHEEDLE'S ABOUT

Dear Grey Blob of Immense Cleverness

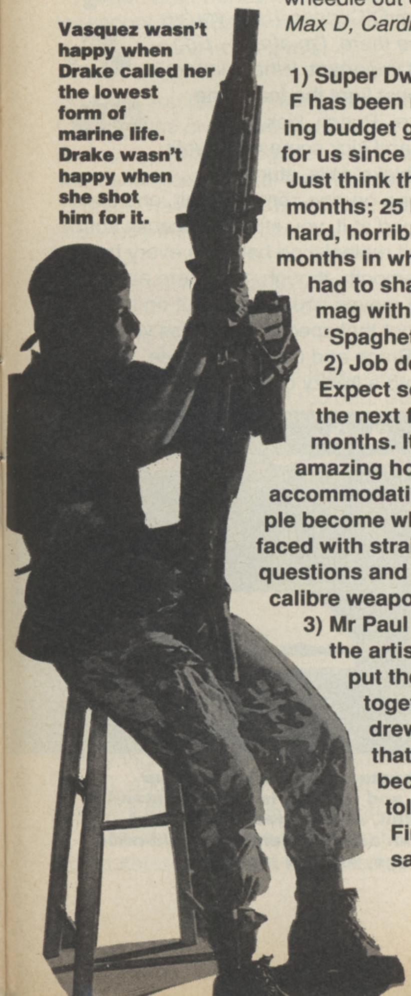
Shame on me. I have only been reading *CF* since issue 18, so could you answer a few questions for me?

1) How long has Master 'Dweeb' Roger Frames been reviewing budget games?

2) Please point your big phaser at Trenton and make him put some PD Demo's like in issue 23 on the Powerpack.

3) Please will you tell whoever drew the *Space Crusade* poster (*CF*20) to get their facts straight. For example, there cannot be women marines, Lintilla and Deckard haven't got full armour on, none of the people have got helmets on and the marine at the bottom right has got a bionic arm and eye which only the commander can have – and don't try to wheedle out of it!

Max D, Cardiff.



Vasquez wasn't happy when Drake called her the lowest form of marine life. Drake wasn't happy when she shot him for it.

1) Super Dweeb, Mr F has been reviewing budget games for us since *CF*1. Just think that's 25 months; 25 long, hard, horrible months in which I've had to share a mag with 'Spaghetti-head'!

2) Job done! Expect some in the next few months. It's amazing how accommodating people become when faced with straight questions and a high calibre weapon!

3) Mr Paul Kidby – the artist who put the pic together – drew them that way because we told him to. Firstly, we saw no reason why there should be any gender bias in this futuristic Marine Corps – just look at Vasquez in *Aliens*! Secondly, we thought that it would look more dramatic if the Marines had been at the wrong end of a fire fight, hence the broken armour and no helmets. As for the bionic arm and eye, when you've had a close encounter with a suicide android, who cares about rank!

TMB

RETURN TO OZ

Dear Mighty Brain

1) Could you please give me the phone number of Melbourne House?

2) Is *Street Fighter 2* coming on to the C64?

3) What is Pavloda?

Gabriel Wright, Thornton Heath.

1) This bunch used to have all their games published through Virgin, so you could try giving them a call on ☎ 081 960 2255.

2) US Gold are working on the game as we speak and I'm authorised to promise a major preview of this no-holds barred beat-'em-up next month.

3) I actually had a little trouble with the handwriting here, so if it's:

> **a) Pavlov - he was a world famous physiologist who won the Nobel Prize for medicine in 1904.**
>
> **b) Pavlova - it's a meringue cake topped with whipped cream and fruit.**
>
> **c) Pavlodar - It's a port in Kazakstan, that sits on the Irtysh River. As an industrial oil refining centre it supports a population of 300,000.**

TMB

EIRE TIME

Dear TMB

If you don't print this letter I will kill my 64 by playing the World's worst games. Now that you have my attention I want you to answer some questions:

1) Is there, or will there ever be, a game called *The Republic of Ireland*?

2) Why did James Leach say that England are the best soccer team in the World when they haven't beaten the Republic of Ireland since Big Jack took over as manager?

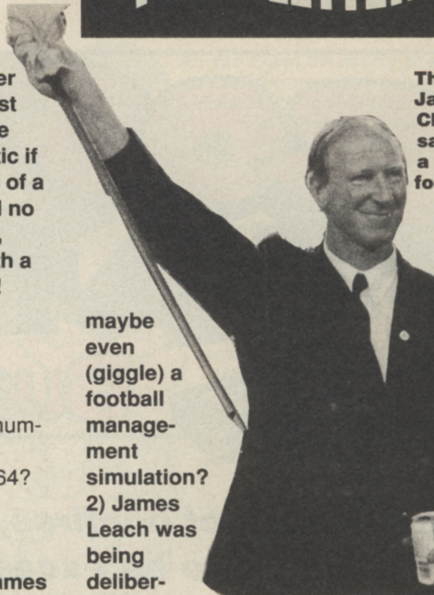
3) Will you be reviewing *Liverpool*?

4) I purchased *Epyx Action* a few months ago. All of the Corkerish games work except *Games Winter Edition*. I lent it to my cousins, who also have a C64, and they said it wouldn't load either. Then I lent it to my friend who has an old model C64 (you know the brown ones that are years old now) and he said it loaded using his C2N datassette! I am now very confused. Is my C64 too advanced for the game or am I going nuts?

This is the bit where I say 'Yours Sincerely Graham'. So I might as well say it.

Yours Sincerely

Graham, Galway.



The great Jackie Charlton – saviour of a nation('s football team)

1) There has never been a game called *The Republic of Ireland*. If there was to be one in the future what would you like it to contain? Would it be a strategy game where you have to take control of the Doyle? A text adventure set in Cork? Or maybe even (giggle) a football management simulation?

2) James Leach was being deliberately bullish about England's abilities in the run up to the European Championships. It's a disease that sports-supporting Englishmen suffer from badly. It stems from the occasional moments of sporting brilliance – eg, Linford Christie's Olympic victory, Mansell's Championship success – that obscure the more regular drubbings handed out by the rest of the world – eg, Pakistan at cricket, Australia at Rugby and the Republic of Ireland at football...

3) Rest assured, the *CF* reviewing squad will be playing *Liverpool* as soon as the program is finished and sent to us. We'll be employing a 4-4-2 formation.

4) It sounds as if the code for that section of game suffers from poor recording syndrome. This means your datassette will need to be at optimum performance in order to load the game. Maybe yours and your cousins' tape machines both need a bit of a wash and brush up, so check out the tutorial on p.39 to find out the safest way to do it. I know that *Games Winter Edition* loads on a 'new' C64 because I've seen it up and running in the *CF* office, so it seems unlikely that the relative 'newness' of you C64 has anything to do with your loading problem.

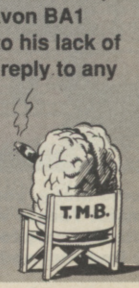
This is the bit where I sign off by saying TMB, so I might as well, do it.

TMB

THE END

Every day of every month (except the third Thursday in November) TMB scans the incoming post sack to sort out the juiciest, choicest and tastiest letters to go on these pages. So, if you've got an opinion, thought or question why not drop TMB a line at *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW? Unfortunately, owing to his lack of fingers and lips TMB cannot reply to any SAEs personally, so please don't send them!

Before I stop – Neal Clover of Grimsby in answer to your last point, no I don't, but I do borrow Lisa's F40 at the weekends.



ROGER
FRAMES
buys
Budjit Games

'Tis the season of bonfires, falling golden leaves and school exchange trips. Delighted to be escaping from Veronica and the class-room, Roger heads off to Germany to meet Rutger Fenster, his pen-friend...

NO SMOKING
Germany
I AM STOOPID

Ah, the excitement of going to a darkly mysterious, unexplored continent. Who knows what tribes live there? Who knows whether we will return? (*It's only Germany, Roger - Ed.*)

Anyway, I was going to meet Rutger Fenster, my pen-friend for the last year. What would he be like? Would he welcome me into his humble cave-dwelling? Or would he cruelly club me to the parched earth with a mammoth's femur in retaliation for 1966? We would see. Meanwhile, I'd noticed that swotty Alison Braithwaite's hair was getting a little long. I'd just have to deal with that first...

COMBAT PACK NUMBER 3

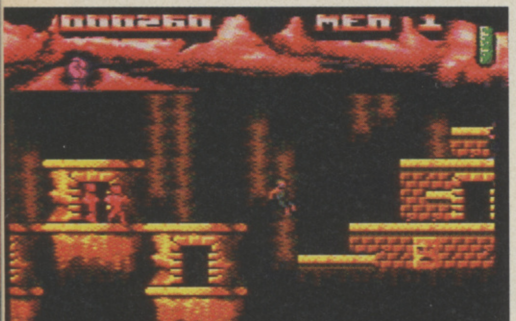
Zeppelin £3.99 Contact 091 385 7755

Four games on one cassette. Now that's what I call two-games-on-each-side-alicious. But, as always, we've got to check the quality of the four before hurling £3.99 at the bewildered shop assistant. And there's only one way to do that – subject each one to the rigorous Frames play-test routine.

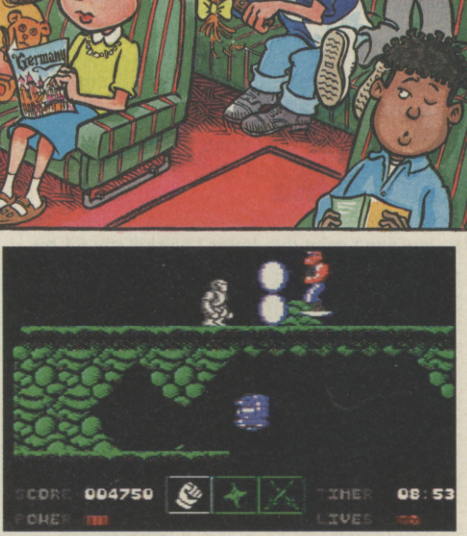
NINJA COMMANDO

Right. Here you play a tiny sprite who must run along a load of platforms, jumping on people's heads. Sounds like real life? Not at all. Jump on the right heads and you collect weapons which allow you to kill without the slightest hint of more head-jumping.

The graphics are small, the combat is rather weedy and you keep falling off. It's not that impressive, to be frank and earnest (that well known Blackpool double-act). Still, there are eight levels of this stuff, so if you are enraptured by little running-about guys, there's a lot of it to get into.



Come along, you red-clothes-wearing alien ninjas. Tangle with a Frames and you tangle with the very forces of nature so despised by Rod Hull and Emu.



Ha! Use exploding kneecaps on me, would you? Then I'll resort to a percussive elbow to fragment in your face, causing nasty bruising and an irritating sore patch.

BIONIC NINJA

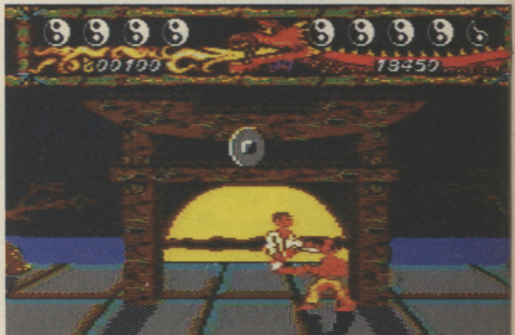
I'm bionic you know. No, really. I have a stainless steel appendix worth over £40. I think of it as an investment. (*So you reckon there's going to be a big market for metal organs? Strange person –Ed.*) Er, anyway, *Bionic Ninja* has big, fast sprites that run about like Linford Christie. You are one, and you must punch and kick your way past loads of blokes who burst when you hit them.

It doesn't have an expensive feel, but then again, it isn't expensive. It also doesn't have a particularly good feel, but then again, it isn't particularly good. One of those games which can be called 'not bad for an occasional bash'.

KICK BOX VIGILANTE

Who'd want to go around kicking boxes? Racehorses, presumably. Or Tom O'Connor. (*Um, you've lost me there, I'm afraid – Ed.*) But it's not important. What matters is that you must fight the fearsome 'other bloke'. Punch, kick, kick, head-butt and kick some more until the 'other bloke' falls, stunned.

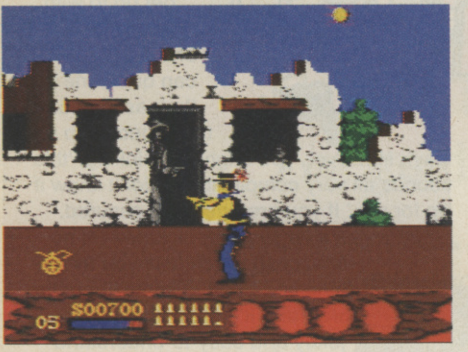
It's a one-on-one combat affair, and even if you're good at it, you still die because your energy isn't replenished between every bout. It's pretty smooth, though, and there are a lot of different moves you can do. But on the whole it's not that special, so unless you're related to Bruce and Christopher Lee, you won't go into a frenzy over it.



Watch it, buster. I'm coming for your epiglottis, and nothing is going to stand in my way. Well, an enraged wild animal might. Or an annoyed family of field-mice with a grudge, for that matter.

SPAGHETTI WESTERN SIMULATOR

They call me Roger Eastwood, the man with no name. (*Believe me, Roger, we've got many names for you and Eastwood isn't one of them – Ed.*) I've got a six-gun the size of, well, a powerful sidearm, actually. And I've got a depression the size of the Grand Canyon after playing this game. It's rubbish, sadly. My stingy but honest nature doesn't permit me to tell lies (unless I've done something wrong), so I have to tell it like it is.



Clint Frames, the man with no cash, strolls into town. He chews a cheroot, opens fire and 12 men die where they stand. Well, a bit to the left, actually. Except one, who dies over there by the saloon.

You walk along a street avoiding the odd barrel that bounces towards you. People pop up out of windows and shoot at you. You must turn and shoot them. It's a load of nonsense. And when you've taken enough damage you fall over (at last, some reasonable animation) and you die.

Utter, utter nonsense, I'm afraid. If the legendary Clint Eastwood were still alive, he'd be turning in his grave.

So there you have it. Four games, four quid, four minutes of your life wasted. I'd rather be tied up by Swiss renegades and forced to eat unpleasant continental food than buy this. Zeppelin have got loads of better games than this – buy those instead.

COMBAT PACK NUMBER 3

Four rather grim games here. *Kick Box* and *Bionic Ninja* aren't too bad. But on the whole it's worse than calling yourself Graham Gooch and pouring a ton of sand into Poole harbour for no reason other than because it was there.

FRAME RATE 36%

BADLANDS

Hit Squad £3.99 Contact 061 832 6633

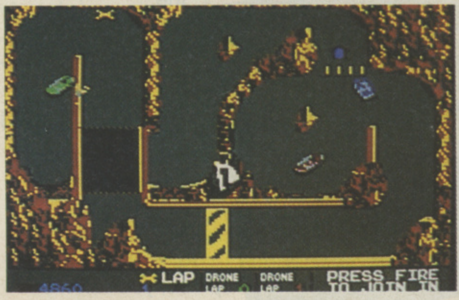
As they say in the Caribbean, it's always time for racing tiny cars. (Bad grammar, James. Are you tyring to write in dialect or something? – Dave). And they should know. At least, they should if they've ever seen *Badlands*.

The idea is simple. You race three other computer- (or human-) controlled cars around a track the whole of which is visible on-screen the whole time. Beating the other cars earns you little golden spanners and cash (hooray). These can be spent on better tyres, acceleration, turbos and so on. If you're rubbish and can't get the spanners by driving well, you can also pick them up on various parts of the circuit – if you can get to them first, that is.

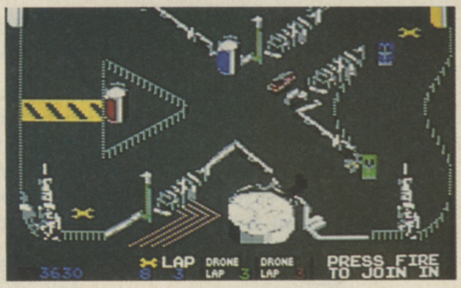
As the Form 3B merry pranksters got off the coach, I caught my first sight of Rutger.

"Wilkommen, mein Freund. You haff ein gut trip, ja? Not too expensive, I am hoping." This guy sounded like my sort of friend. I should have known he'd be a continental skin-flint when, after exchanging three hundred letters, we realised that neither of us had actually put any stamps on them.

"We go to ze Haus now. We can throw Brünhilde off the C64. Urgh! Mädchen!" I hadn't got a clue what this terrific Teutonic tight-wad was talking about, but it sounded like cheap fun, so I was game.



***Badlands* is like those weird dreams you have, where little vehicles race around a single-screen circuit. I once dreamt I was incredibly wealthy too. (*Funny, that. I once dreamt I was poor and common – Lisa.*)**



And now the bit I really like. You can buy weapons too. Front and rear homing missiles, a powerful cannon and mines. In fact, most things a modern car shouldn't really be without. (*What about the swimming pool, the television and the chauffeur? – Lisa.*)

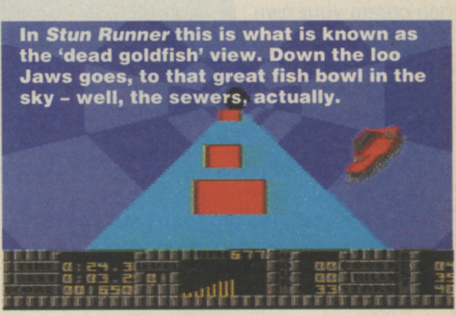
And it's not bad to play, either. As with all driving games featuring little sprites of cars like this, it's incredibly frustrating cos they tend to bounce off things and end up going the wrong way. But when you get the hang of it (in about one game in five) you really whizz round like a, erm, small coloured whizzing thing.

I can't really be bothered to explain it much more. Just think of it like Ivan Stewart's *Super Off-Road Racer* (except on a sort of road with opening and closing gates, jumps and other things in the way). If you liked that, you'll like this.

BADLANDS

Small sprites and golden spanners combine to produce quite a good game which is comparable to those Abbey Crunch biscuits found at hundreds of foodstuff retail outlets in Salisbury alone.

FRAME RATE 70%



In *Stun Runner* this is what is known as the 'dead goldfish' view. Down the loo Jaws goes, to that great fish bowl in the sky – well, the sewers, actually.

STUN RUNNER

The Hit Squad £3.99 cass
Contact 061 832 6633

Like you, I've often wondered what a wodge of loo paper feels like as it speeds down the bog to it's watery destiny somewhere in the Irish Sea. (*We can have it arranged – Ed.*) Well after playing *STUN Runner*, I think I've got a pretty good idea.

The premise is simple. You race along a load of tunnels, avoiding the nasty things which drift up towards you (not as nasty as the things you'll find in a sewer, though). Speed is of the essence, so you've got to keep your wits about you.

And considering you'll be looking at some pretty impressive 3D scrolling, the game is actually pretty darned fast. Your craft travels along the tube network with the speed of a startled vole being sucked up a vacuum cleaner, and you can only hang on to the joystick for dear life. (Dear life? That's a point. How much does life cost then?).

But, sadly, that's about all that happens. You whizz along, shooting things and enjoying the graphics, then, er, you go round a corner and do it some more. Not a bad little game, but it won't grasp your belt loops and force porridge through them in remembrance of the Spanish Civil War.

STUN RUNNER

Not a bad game, as I said earlier (repeating myself puts the word count up and I get more dosh, you see). But *STUN Runner* isn't a bad game. No. It's not a *bad* game. Not bad, really. Not not not. Bad bad bad. (*That's enough Roger. You're not getting paid now– Ed.*)

FRAME RATE **73%**

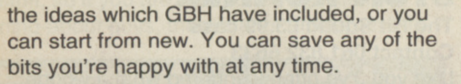
SHOOT-'EM-UP CONSTRUCTION KIT

GBH £5.99 disk £4.99 cass
Contact 0742 753 423

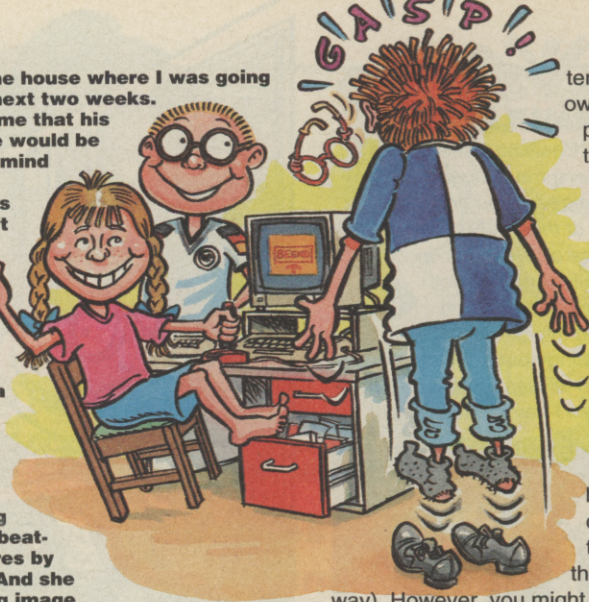
Aha! A way of making a quick pile of loot. Simply load up this so-called *Shoot-'Em-Up-Construction-Kit*, write a brilliant game and sell it for a huge amount of lolly.

With *SEUCK* you can create your own games without knowing the slightest thing about machine code, sprite-movement algorithms or South-East Asian politics.

Once loaded, the program asks you which aspects of your game to work on first. You can design the sprites (the bits that move) from scratch, or you can modify the ones which come with the game. The same is true of all the other stuff as well; you can nick the ideas which GBH have included, or you can start from new. You can save any of the bits you're happy with at any time.

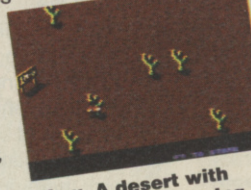


I'm convinced I could earn up to £10 per hour as a top-class programmer. Trouble is, my homework takes up too much time.



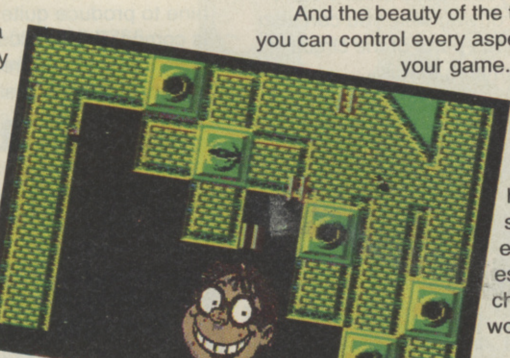
We arrived at the house where I was going to stay for the next two weeks. Rutger warned me that his friend Brünhilde would be around. I didn't mind meeting this Brünhilde guy as long as he didn't interfere in the 64-playing. But when I came into the room, I screamed. Brünhilde was a girl! And not only that, she was Rutger's girlfriend! And not only that, she was playing on the 64! And beating my top scores by huge margins! And she was the spitting image of...of... At that moment I fainted. The nightmare school-exchange had begun.

SEUCK comes with its own pre-made games for you to play or customise. And they're not at all bad. The graphics are pretty good and although you're in no danger of thinking that you're looking at *Rainbow Islands* part 3, there's nothing really wrong with them.



Wow. A desert with some cacti. Amazing.

And the beauty of the thing is, you can control every aspect of your game. There's the speed of movement, the points when zapped, the hits to kill, the bullet speed, the special effects, the crumbliest, flakiest milk chocolate in the world. Oh, everything.



...And here it is. The finished Frames game. As you can see, I'm in it (at no extra expense, too).

As well as the sprites, you can muck around with the background, which is divided into five-by-five characters. Design your own or use the ones provided then slot them into place on the map to create your own unique landscape

Amazingly (for someone with as little money as me) I could go on and on about what you can get up to with this program. It's brilliant (and GBH can quote me on that, as long as they chuck 50p my way). However, you might be thinking, 'this sounds all very complicated. I don't know if it's for me.' If you are, then rest assured. *SEUCK* has a large sheet included (at no extra cost) which tells you everything you need to know about the program. It's even written in a jokey and easy-to-understand style. Completely fantastic.

All that remains to do is show you pictures of the game I've been working on, collect my massive cheque for doing this extra-big review (cheers, Trenty) and get on Rutger's Raleigh Chopper and head back to his place for sausage.

SHOOT-'EM-UP CONSTRUCTION KIT

DIY has never been so easy. *SEUCK* is better than finding the ownership documents (unsigned) to a chocolate milkshake factory in Dumbartonshire, then being given a three-quarter-sized Porsche to go and visit it in.

FRAME RATE **89%**

YOU'VE BEEN (ROGER) FRAME(D)!

Strange-But-True Corner: By some strange freak of nature one in every 8,119 people bears a striking resemblance Roger Frames when photographed – so long as the light's hitting them at just the right angle and someone forgets to focus the camera properly. Here are three such (unfortunate) people. If you reckon you look like Roger (or know someone who does) send us a photo of your (their) fizzog to Frames Lookalikes, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. You could win a spiffo prize if you're a dead ringer.

Duncan Aldis, Cirencester (sent in by his bruv, Thomas)

Michael Boyce, Cleveland (sent in by his Dad)

Steven Hutcheon, Fleetwood, Lancs (sent in by himself!)

Mega *meg(ə-)*, very big, **100%** Sega Mega Drive, comin' at ya on Thursday 17 September (that's soon). Magazine designed for all serious Sega games-players. aka: the mag with the most, *The* guide to **Mega Drive and beyond…** Slogan: Got a SNES? That's you stuffed then. Philosophy: to be the best. From the makers of ***Commodore Format*** comes the ultimate guide to 16-bit Sega gamesplaying: essential news, in-depth reviews, gamesplaying guides and dirty cheats. Be part of it.

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THE ADDAMS FAMILY

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What a film! What a game! What puzzles, tricks, traps and platforms! *The Addams Family* will keep you glued to your 64 for weeks.

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CREATURES 2

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Gorey ghastliness in this superb platform puzzler as Fuzzy hero Clyde Radcliffe tries to save his clan from all manner of gruesome, nasty deaths. You have to have it!

It's a Corker!

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TORTURE TROUBLE
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Creatures 2

Thalamus (Cassette)
It's nasty it's bloody, it's sick and your mother would like it if you were Pugsley Addams. There's tons of platform action that takes brainpower as well as razor sharp reflexes to win through in this tale of a fuzzy superhero trying to rescue his clan from a bunch of demons whose hobby is creative torture techniques. Essential gaming!

It's a Corker!

James Pond 2: RoboCod

Millennium (Cassette)

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He's, mean, he's metal and he might just be the fish to save Christmas as we know it. The evil Doctor Maybe is threatening Santa's toy construction plant, and the suave sub-aqua spy is equipped with new robotic powers to deal with the situation. It's a humungous, action-packed platform stormer.

It's a Corker!

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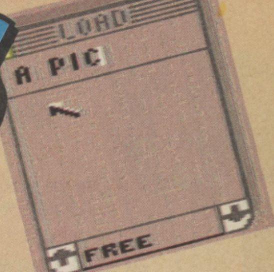
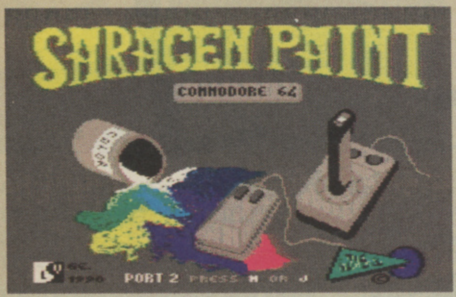
SARACEN PAINT MASTERCLASS



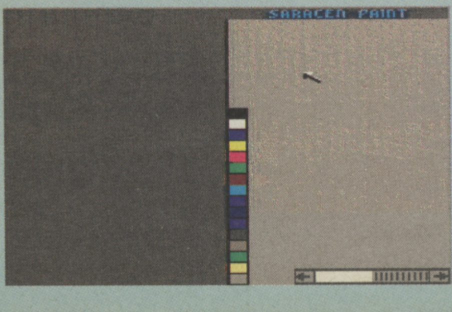
Put down that pencil, banish those brushes and harness the creative potential of your C64 as we graphically describe how to get the most out of our spiff free coverdisk program.

Sure, *Saracen Paint* is a powerful program, but that doesn't mean you have to wade through 400 pages of meaningless techno-babble just to find out which side of the tape to play. *SP*'s strength is that anyone can get the hang of it in five minutes, and learn to use it like a pro with a practice. To use *Saracen Paint* you'll need a C64 or C128, a datassette and either a joystick or a mouse. That's it! Just rewind the tape to the beginning of side A, press SHIFT and RUN/STOP on your keyboard, then PLAY on your datassette when prompted. After loading you will be presented with a title screen which asks you to select either 'J' (joystick) or 'M' (mouse). Choose the control method you'll be using by pressing the relevant key, then the screen will clear revealing the program.



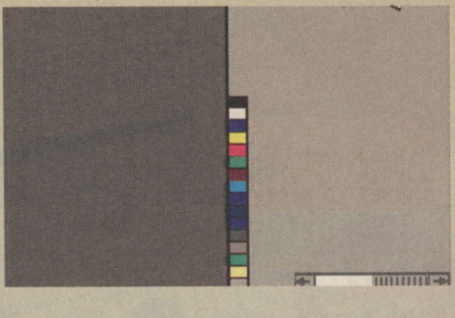
MOVING AND SELECTING

Saracen Paint is a menu-driven program, which you control by means of a 'cursor'. To move this arrow-shaped pointer around you use the mouse or the joystick. To select an 'option' with the cursor, first move the cursor on to your chosen 'option' and then press the 'Select' button; on a joystick this is the fire button, while on a mouse, it's the left button.



STARTING OUT

After selecting your control system, *Saracen Paint* takes you to the Options Screen. If you move the cursor up, on to the *Saracen Paint* caption at the top of the screen, the following menu names will appear.



File Draw Zoom Other

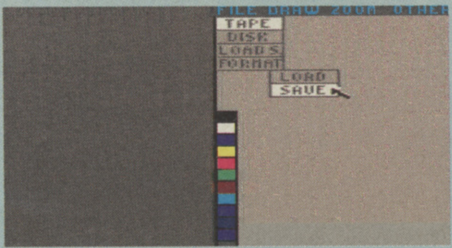
All of *Saracen Paint*'s options are accessed through these four menus. To pull down a menu so that you can select an option, move the cursor on to the name of the menu which contains the option you want and hold the select button down. A full menu listing will now appear. To choose an option just move the cursor down the list – keeping the select button pressed – until the option you want is highlighted. Releasing the Select button selects the highlighted option.

FILE

This menu contains all the options needed to operate the tape, loading and saving. Most of these options contain sub-menus which appear after you've selected an option to help you specify your choice.

- **TAPE:** This option controls loading and saving operations using the cassette.

- **LOAD:** This option loads a screen from cassette. After you have selected a TAPE, you will be asked if you want to load or save a picture. Once you have chosen LOAD another window appears. Using the keyboard, type the name of the drawing you want to load in the box with the flashing cursor. Press RETURN on your keyboard and PLAY on the tape recorder. (If nothing after the loading operation, it means that the selected screen has not been found).

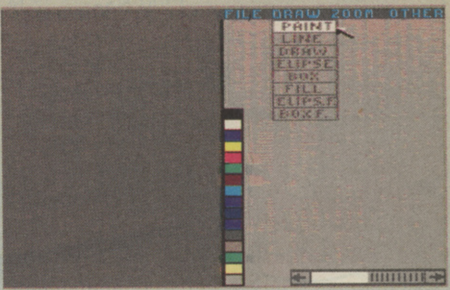


- **SAVE:** This options saves the current drawing on screen to cassette. Once you've chosen TAPE and the secondary option of SAVE, press PLAY and REC simultaneously on the tape recorder. Type the name of the screen (as with LOAD) and press RETURN. Once saving is complete you will automatically be returned to the painting screen.

- **DISK:** A disk option*
- **LOAD.S:** A disk option*
- **FORMAT:** A disk option*

*As you will be running the program from tape you won't have to use these options.

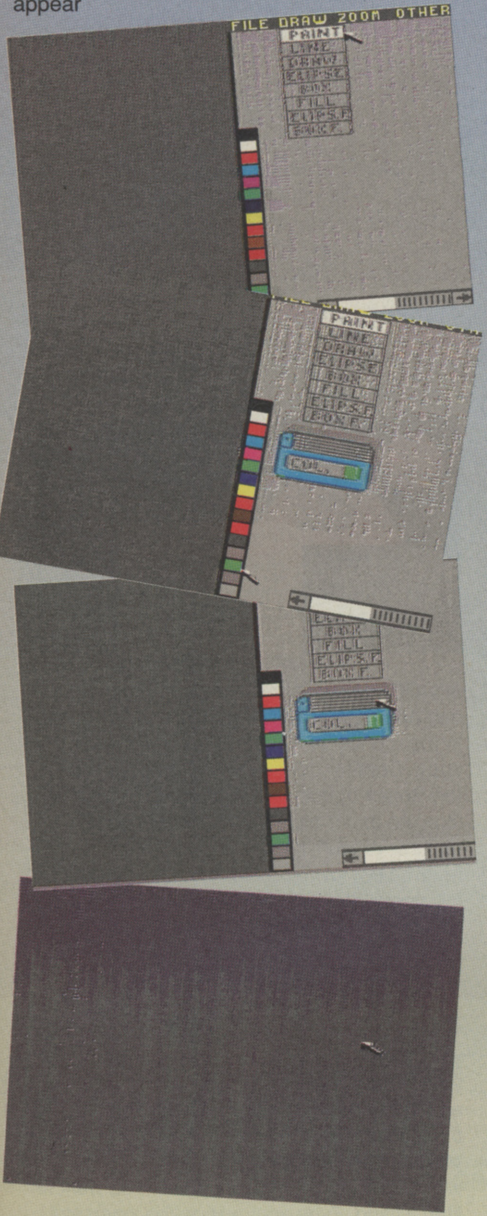
DRAW



This menu contains all options which enable you to do all that drawing-type stuff.
After selecting *any* drawing operation, a window will appear on-screen asking which colour you want to draw in. To choose a colour, click on one of the coloured boxes on the left side of the control panel and confirm your choice by clicking on the horizontal bars at the top of the box titled 'Colour'. Now you can start drawing with your selected tool in your chosen colour.

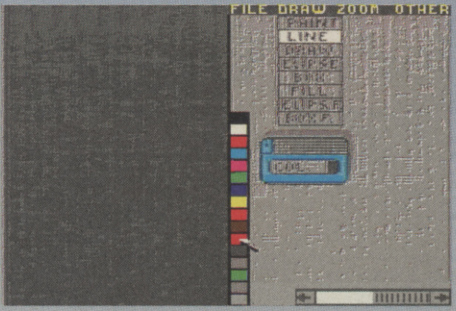
(NB. In some drawings you may note some minor flaws, these are caused some of the weirder elements of the C64's graphic set-up. Don't worry. Such flaws can be masked with other colours using the ZOOM or BYTE functions. Press RUN/STOP to return to the options screen.)

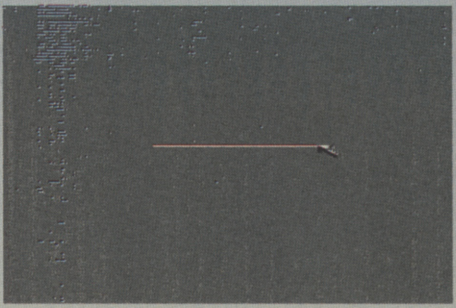
PAINT: This option allows you to change every occurrence of a colour in a picture to another colour. After selecting it, a box will appear titled Colour. Move the cursor on to one of the 16 different colours on the left of the control panel and press select above the one you want. Then move the cursor to the top of the Colour box and press Select. You will now be transferred to the drawing screen. Pressing the select button here will change the colour under the tip of the cursor to the colour you have just selected. (NB. If you select the background colour the picture can change dramatically!) Press RUN/STOP to return to the options screen.



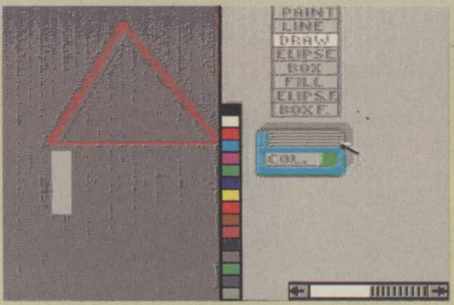
LINE: Need to draw a straight line? Then this is the option you want. First you must select 'Line' from the Draw Menu, then select the colour, by clicking on the colour you want the line drawn in and then on the horizontal lines at the top of the 'Colour' box. The screen will switch to the painting screen.

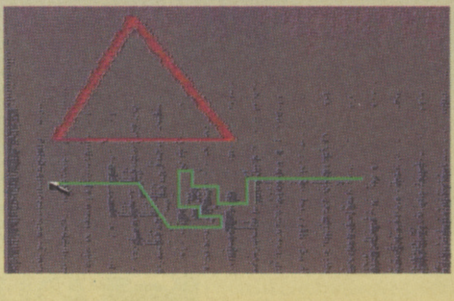
Move the cursor to point where you want your line to begin. Hold down the Select button and listen for a 'bip' – this noise tells you the starting point of the line has been fixed. Move the cursor so that the line stretches between the start and the cursor. When the line is the correct length and is at the correct angle, press and hold the Select button until you hear two 'bips' – this indicates that the end point of the line has been fixed. (NB. If you release the select button after one 'bip' the line disappears and the current cursor position becomes the starting point for another line. This is dead useful if you decide that you decide that the line isn't in the right place.) As usual, simply press RUN/STOP to return to the main options screen.

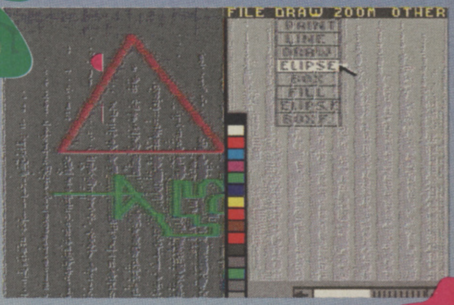




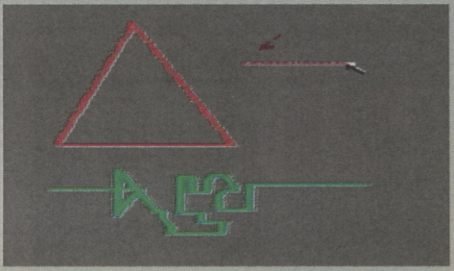
DRAW: This option allows you to draw 'freehand', which is a graphicy-type term for drawing as you would with a pencil and nothing else to help you out (ie, no rulers, compasses or stencils). After choosing a colour, the full drawing screen appears. Position the cursor where you want to start drawing and keep the button pressed while moving the cursor. This draws a freehand line. And guess what? Press RUN/STOP to return to the options screen.

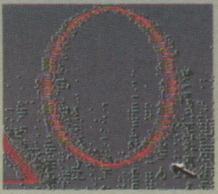




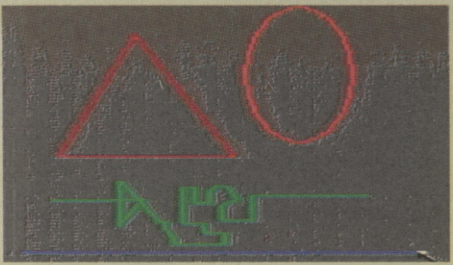


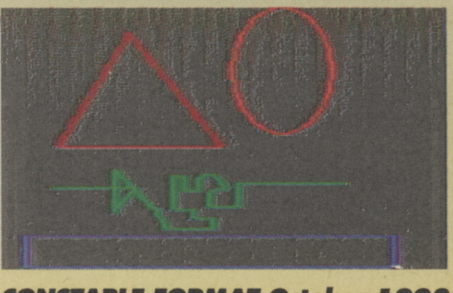
ELLIPSE: This option allows you to draw circles and ellipses. First select a colour for the ellipse. Move the cursor to the point where you want your ellipse to be centred, then press the select button until you hear a single 'bip'; this tells you that the centre of the circle has been fixed. Move the joystick sideways until the ellipse is the right width. Then move the joystick vertically and you will see the ellipse take shape as its height increases. When you have the ellipse at exactly the right height and width hold the Select button down until you hear a double 'bip'. This tells you that the circle has been fixed. Press RUN/STOP to return to the options screen.



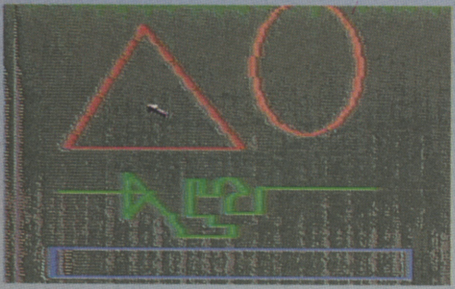


BOX: This option allows you to draw squares and rectangles. As usual, you must choose which colour you want the box outline to be. Move the cursor to the area of the screen where you want the top left corner of your rectangle to be, then press the Select button for a single 'bip' (which tells you that the starting point of the rectangle has been fixed). Pull the cursor to point where you want

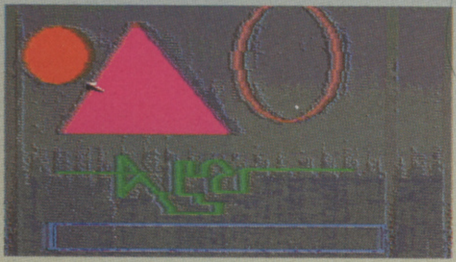




the bottom right corner of the rectangle to sit. To fix this finishing point hold the button until you hear a double 'bip' which lets you know that the rectangle has been fixed. Press RUN/STOP to return to the options screen.



● **FILL:** This option allows you to 'flood fill' a chosen area with a specific colour. After choosing this option from the Draw Menu, and your colour from the palette, the program takes you to the paint screen. To use the tool just position the cursor inside the area you want filled and press the Select button. This is a useful tool for swiftly colouring large shapes such as rectangles and ellipses; but It's always best to check that the area you're about to fill is *fully* enclosed, otherwise you can accidentally flood the whole picture with a single colour! Press RUN/STOP to return to the options screen.



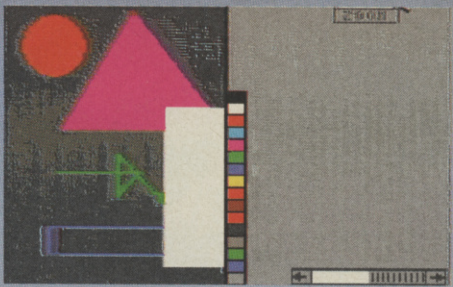
● **ELLIPSE F:** This option allows you to draw 'ready-filled' circles or ellipses. Move the cursor to the point that is to be the centre of your ellipse, then press the select button until you hear a single 'bip' sound. Slowly stretch the circle until it is as wide and as high as you want. Then, hold the Select button down until you hear the double 'bip' which tells you that the circle has been fixed. Press RUN/STOP to return to the options screen.

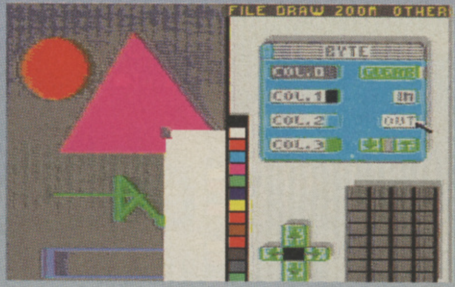
● **BOX F:** This option allows you to draw filled squares or rectangles. After choosing the colour move the cursor to the point where you want the top left corner of the rectangle to be. Press the select button until you hear the 'bip' sound. Slowly stretch the box to the required width and height, then hold the button until you hear a double 'bip'. Press RUN/STOP to return to the options screen.

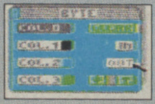
ZOOM

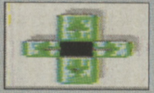
This menu allows you to magnify an area of the screen in order to touch up your drawing or to draw in high detail.

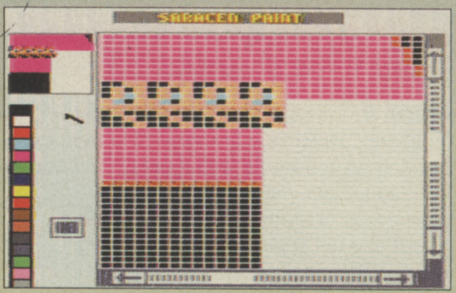
● **BYTE:** Occasionally parts of your picture become discoloured. Using BYTE helps sort this out. After Selecting BYTE, the BYTE control panel appears on the Options screen and a small red square appears on the Painting screen. The red square shows the area that will be magnified and the Panel allows you to manipulate the colours found there. To move the square click Select on one of the four direction arrows (bottom left). To 'zoom' in Select OUT. To paint on this area (bottom right) Select a Colour (0, 1, 2 or 3) and move the cursor to the magnified picture (Bottom right). Press Select to change the colour of each pixel. To change the Colour of 0, 1, 2 & 3 Select that 'colour', then Select the colour you want from the palette. (NB. If you change Colour 0, this colour will change across the picture.) To exit BYTE, Select the Blue Corner (top left) of the BYTE control panel.











● **ZOOM:** This option enables you to get down amongst the pixels, changing them one by one. After selecting ZOOM, move the grey square over the area you want to magnify and press the Select button. (If the square is not very visible, you can change its colour by quickly pressing the Select button). On screen, a window containing the magnified area will appear. If you wish to move from one area to another, move the cursor on to the arrows at edge of the 'window frame'. Clicking Select will now move the magnified window around in the direction indicated by the arrow. To modify the magnified picture, position the cursor on the pixel you want to modify and press the Select button. To change the colour you are painting in, just click on the palette, selecting the colour of your choice.

A RATHER SPIFFY MANUAL WE'VE PREPARED

In three pages we can't tell you everything there is to know about *Saracen Paint*, so we've put together a Rather Spiffy Manual. It's a step-by-step illustrated guide to getting the most out of *Saracen Paint*. With it you'll be a 64 Cézanne in no time at all. To get your copy pop us a cheque or PO for a mere £2.99 (made payable to Future Publishing) at:

***CF*'s Rather Spiffy Manual Offer,**
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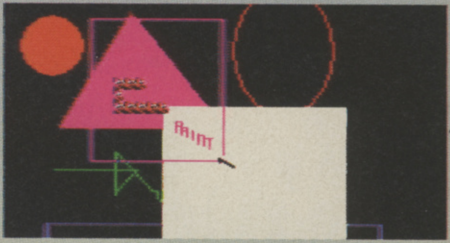
Somerset TA11 6AB

OTHER

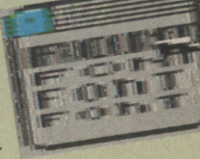
This menu includes all the general options.

● **LOOK:** This option displays the entire screen. To change the background colour, move the cursor outside of the screen and press the Select button. To leave this screen press RUN/STOP.

● **CLEAR:** This option clears the entire drawing. Answer YES and the screen is cleared. Answer NO and you are returned to the Options Screen.



● **COPY:** This option allows you to duplicate any part of your drawing. Position the cursor in the top left corner of the area you want to copy. Confirm the starting point by pressing the Select button for one 'bip'. Stretch the 'box' so that it covers everything you want copied. When it's large enough press and hold Select for two 'bips'. Releasing the button copies the marked area. Moving the cursor now moves a copy of the specified area. Position the block where you want it and press the select button to fix it there.



● **FONTS:** This allows you to write text on to your picture in four different styles. After choosing the typeface and colour you want, move the cursor to the point on your picture where you want to start writing. Type your text on the keyboard and press RETURN at the end. Press RUN/STOP to return to the options screen.

● **INVERT:** This allows you to invert any part of your drawing. First choose whether you want to invert it horizontally or vertically via the menu. Move the cursor top left of the area you want to invert. Press the Select button down for one 'bip'. Then drag the 'box' over the section you want inverted. When you're finished press and hold Select button for two 'bips' and the area will be inverted. Press RUN/STOP to return to the options screen.

● **QUIT:** You can select this option to quit the program. You will have to confirm your choice by pressing YES. Press NO if you want to go back to the options screen.

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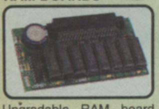

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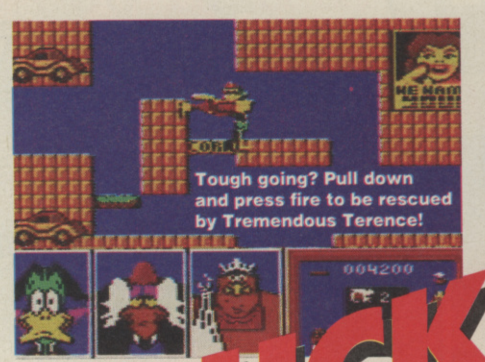
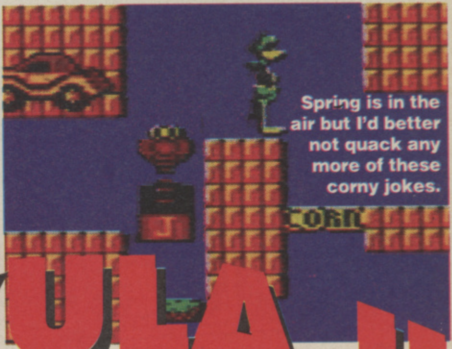
COUNT DUCKULA II

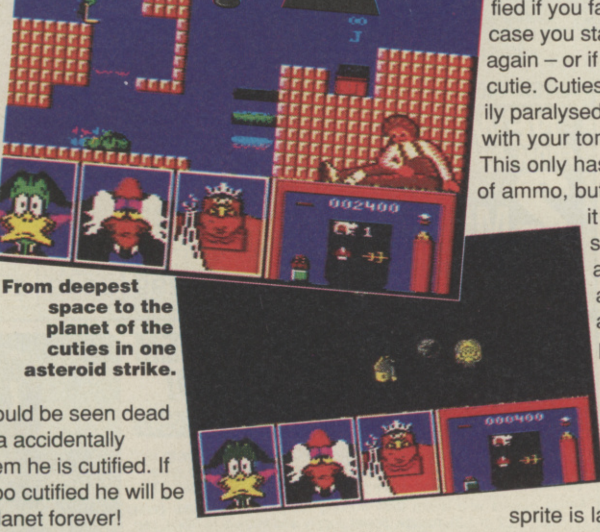

Tough going? Pull down and press fire to be rescued by Tremendous Terence!


Spring is in the air but I'd better not quack any more of these corny jokes.

Right. Trent says I'm banned from making any jokes about 'getting quacking' in this review. Hmmm! This one's going to be a toughie. I mean how can you do a whole review about a game based on a vegetarian vampire duck without one quacking joke? (*I'm sure you'll find a way – Ed.*) Oh well, let's get… er… cracking.

The game is aimed at younger kids. Count Duckula and his two faithful servants, Nursey and Igor (looking strangely different to how he appears in *Frankenstein*) crash land their time- and space-travelling castle turret on the the Planet cute. They lose their lightening conductor – a vital component of the craft apparently – and the Count has to go off in search of it.

Unfortunately, the planet – as planets always are in this sort of game – is populated by nasties… or in this case cuties. It's littered with cute toys, such as tin soldiers, dolls, jack-in-a-boxes and other ancient playroom tat that no streetwise kid of today would be seen dead with. If Duckula accidentally bumps into them he is cutified. If he becomes too cutified he will be stuck on the planet forever!


From deepest space to the planet of the cuties in one asteroid strike.

The game begins with a brief blasting section with the turret flying through an asteroid belt. This simply involves avoiding the asteroids and blasting them for points. But after that, it's a platform puzzler. There's loads of leaping around to be done and a bit of shooting, but it's not an all-action game. There's no time limit; instead, when you come to each screen, you have to stand back for a few moments, check out what's going on and work out how to get to the other side.

On each screen there is a mixture of vanishing and moving platforms and cuties. You become more cutified if you fall too far – in which case you start that screen again – or if you bump into a cutie. Cuties can be temporarily paralysed by shooting them with your tomato sauce gun. This only has a limited supply of ammo, but you can replenish it by picking up sauce bottles that are scattered about. There are also cornflakes packet tops on some screen; collect four of these and you get temporary immunity.

The main sprite is large and moves well, the graphics are colourful and bold and there are some well nifty bits of animation that are true to the spirit of the original cartoon. But the game is all a bit too static and you never get the feeling that it's going anywhere. It starts at one level of difficulty, and remains on that level. Some of the screen are not so much difficult as awkward, requiring a level of accuracy that's out of step with the rest of the game; one false move and you're trapped, being cutified at an alarming rate and there's little you can do. The collision detection is pretty poor, as you can avoid a cutie by miles and still be cutified. Also, with no password facilities, when you die, you have to play every screen again from the beginning.

But some of the puzzles are intriguing, and for young kids they're a great introduction to more complex gaming. It's a sound, basic game with a few irritating flaws, but with enough of a fun quotient to appeal to the age at which it's aimed. But they'll soon tire of it and demand something with a bit more meat. Unless they're vegetarians in which case they'll demand something with a few more lentils.

DAVE GOLDER

Game	***Count Duckula II***
Publisher	***Alternative***
Cassette	***£3.99***
Disk	***Not available***
Release	***Out now***
Contact	***0977 797777***

POWER RATING

THE DOWNERS…

- Not much variation in the gameplay – it's very repetitive.
- No learning curve – the difficulty level is about the same throughout.
- The sound is sparse, which is lucky because what there is is dreadful.
- Some of the screens are not particularly well thought out.

100

63%

0

- **The animation is generally good and true to the cartoons.**
- **It's easy to get the hang of.**
- **Serves as a good introduction to platform puzzling for younger kids.**
- **It takes quite a bit for you to be completely cutified, so you last a long time to play each game and discover what to do.**
- **The sprites are well-executed.**

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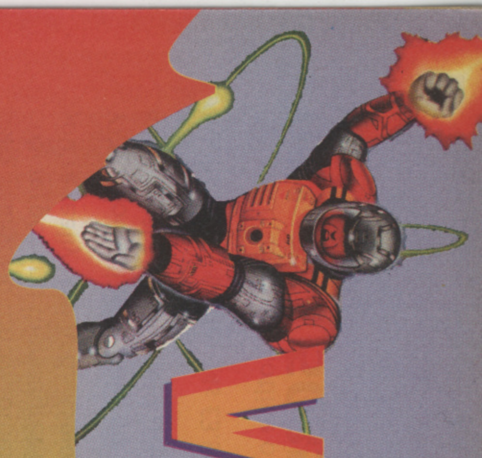
2) **HITLER** – Strangely, despite being referred to as, 'that butcher' by his detractors (about 90 per cent of the world) Adolf wasn't very keen on meat.

3) **GODZILLA** – Not exactly a veggie, but not, as many people think, a meat eater either. Zilla's diet consisted almost entirely of skyscrapers, bridges and volcanic lava.

4) **DINOSAURS** – Few people realise the true reason why dinosaurs died out. The carnosaurs became so intelligent they developed a social conscience and refused to eat their fellow reptiles and subsequently died of malnutrition. The plant eaters then became very fat – because they didn't have to run away – and died of gross flatulence.

Many dinosaurs had more than one brain, which was a bit of a pain when they couldn't agree on whether to have a take-away or eat in.

Get your head round this!



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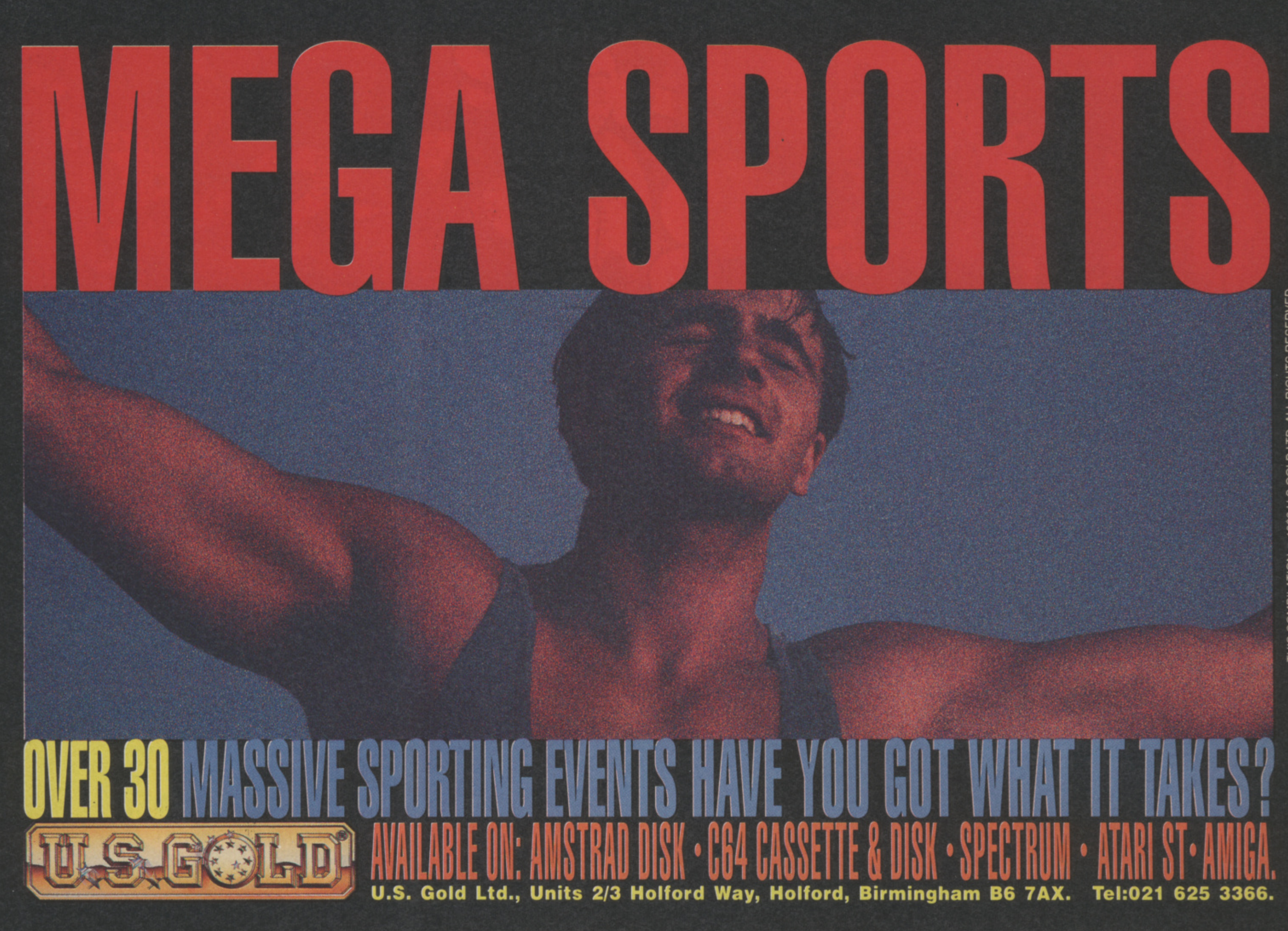
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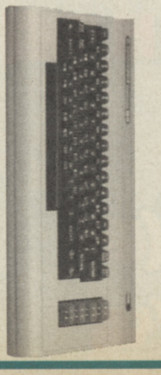

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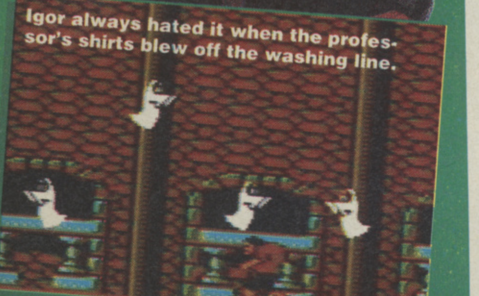
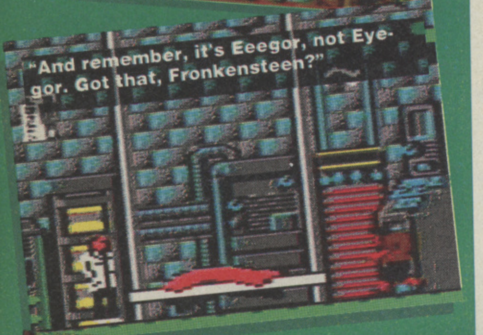
on Nov 5-8

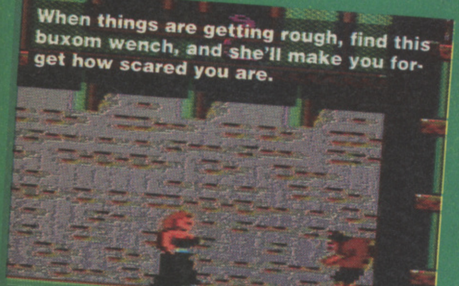
FRANKENSTEIN



Igor always hated it when the professor's shirts blew off the washing line.



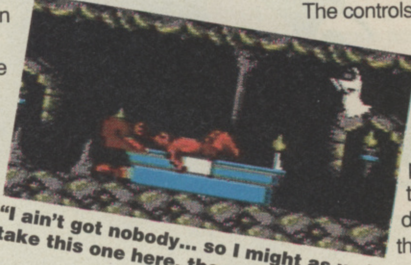
"And remember, it's Eeegor, not Eyegor. Got that, Fronkensteen?"



When things are getting rough, find this buxom wench, and she'll make you forget how scared you are.

Frankly, old Prof Frankenstein was not very good at creating life. His results were always crude, lumbering and about as likely to play a decent game of poker as a bowl of Crunchy Nut Corn Flakes. But at least he tried. And this game stands as a tribute to his effort. And what a fitting tribute it is – it's crude, lumbering and about as much fun as playing poker with a zombie.

It starts off well, with an amusing little intro sequence that explains the plot. You are Prof Frankenstein's dimwitted assistant Igor. The Prof is knocking up another monster but is lacking a few parts. So he sends you out to collect a few items; dead bodies, scrolls and other arcane bits and bobs. He boots you out of his lab and tells you not to come back empty handed.



"I ain't got nobody... so I might as well take this one here, then, I suppose."

You spend the rest of the game wandering around a moderately large playing area (it's about the size of one level in *Hägar the Horrible*) dodging nasties – ghosts, serpents, bouncing eyeballs, etc – and looking for the things the Prof wants you to collect. The only controls you have are joystick left and right to move sideways, joystick down to pick things up and fire to jump. Yes that does mean you can't kill anything! Boo!

Basically it's a platform puzzler in which you have to work out how to get the bodies back to the Prof before dying of fright. You see, as opposed to having an energy level that drains away, you have a fear quotient that builds when you run into nasties. If it builds too high you lose a life. And that's about it. Sure, when you first play you have to work out how to get back to the lab, which provides some enticement to carry on, but with only one level it becomes very tedious very rapidly. You keep encountering the same situations over and over again. When you've worked out how to get past a problem once, having to get past it umpteen more times – which you will have to do as you can only carry one body at a time – is downright annoying.

The controls are also very muddy. For some odd reason you can't walk up stairs. If you try you fall off. Instead you have to jump up them, and if you accidentally land with the joystick pushed to one side you fall through. Even trying to change direction a bit rapidly confuses the poor old game.

The graphics are serviceable, there are some nice touches of visual humour and occasionally a puzzle is ingenious enough to be worth working out. But overall the game offers so little variety and is so sluggish you'll give up after a few minutes. Which is a shame as you'll never get to see the monster! What a swiz!

DAVE GOLDER

Game	***Frankenstein***
Publisher	***Zeppelin***
Cassette	***£3.99***
Disk	***Not available***
Release	***September***
Contact	***091 385 7755***

POWER RATING

THE DOWNERS...

- There's only one level and that's not particularly large.
- The controls are not very logical and at times very tricky to master.
- The monster only makes a very fleeting appearance.
- The graphics are pretty dull.
- The puzzles are not ingenious enough to make you want to work them out, they're just difficult because the controls are so bad.
- No sense of progression.
- Best played with the sound off.

100

40%

0

- **Nice line in visual humour.**
- **The intro animation sequence is entertaining.**
- **Plenty of lives mean that you don't have to keep starting all over again.**

...AND THE UPPERS

OUT OF THE VAULTS

Frankenstein (1931) was one of the first films to be inspired by a book but which bears little resemblance to the original story. This is common these days: *The Lawnmower Man* borrows the title of a Steven King story, while the plot came from some other source entirely (the bin full of rejected *Doctor Who* scripts probably). In the case of *Frankenstein* the difference between book and film is also instantly obvious: the film is a rollickingly good piece of horror, the book is a slow and boring. (*No it isn't! – TMB.*)

It was written by the teenage Mary Shelley, who quite obviously wouldn't have known a decent horror concept if it jumped up and forced an egg down her throat. It was the result a spooky story-telling contest that took place one stormy night in Switzerland between Mary Shelly, her hubby Percy, Lord Byron and Dr. Polidori. If Mary's won, the others must have been about as frightening as a bubble bath. What else can you expect from a bunch of romantic poets? (*Philistine!– TMB.*)

POPEYE® COMPO!

Popeye is ready to blast back on to the C64 in an all-new, no-holds barred, wrestle-'em-up! But Alternative's *Popeye 3 – Wrestlecrazy* – should be a completely new style of grappling! It will blend the close quarters beat-'em-up style that's been so popular recently with a true Popeye feel by including both characters and features from the famous cartoons!

Popeye 3 aims to bring a level of cartoon humour to the ring along with tight fighting. All the normal moves – kicks, punches and throws – will be complemented by cartoon-style 'dust clouds' and daft special moves. To add further gameplay, Popeye's spinach 'power' will be used during bouts to keep the action moving along at a stiff pace. It seems he'll only be able to get extra strength by catching the cans that Olive Oyl throws from the stands. If he catches them he'll be able to knock it straight back or save it for later. But if he misses the can - owwwww!

The *CF* tag team (*that's James –Ed!*) thought that this sounded like such a spiff idea for a game, that we asked Alternative to arrange a compo. Being nice peeps – and pretty chuffed with the idea themselves – they agreed! So welcome Ladies and Gentlemen to a heavyweight contest, fought over three fairly silly pictures! The winner will be decided by two giggles or whole-hearted laugh!

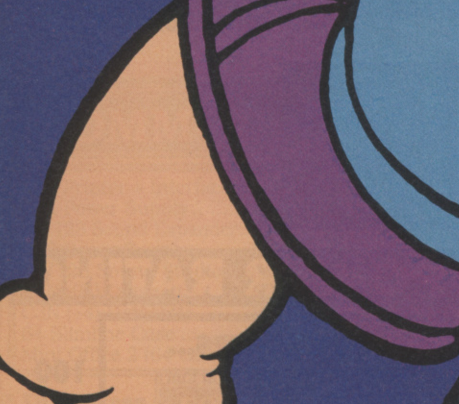
We've picked three pics of Popeye fighting and marked them A, B and C. What we want you to do is look at the piccies and think of three really daft names for the moves that are being attempted. You know, the kind of silly titles that the spangled tights brigade always give to their 'trademark' attacks – Hulley Hell Hold, the Flying Bus Stop, the Grip of Reasonable Discomfort, the Slightly Annoying Poke in the Eye and the Half Nimitz! None of these is particularly funny, but we're sure that you can do far better.

If you can, then there's a horde of software up for grabs! The best five entrants will win the complete Popeye collection – *Popeyes 1, 2* and *3*! 15 runners up will also get a copy of the shiny new *Popeye 3*! So get your wrestling heads on and name those holds!

To enter, write your suggested names for moves A, B and C on a postcard along with your name and address. Then send it to us at Set Popeye Free! Compo, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BL to reach us by 30th October 1992.

Any employees of Future Publishing and Alternative Software caught entering will have their legs tied into a really tricky knot. The editor's decision is final and no correspondence will be entered into. Popeye © 1992 King Features Syndicate Inc.

A



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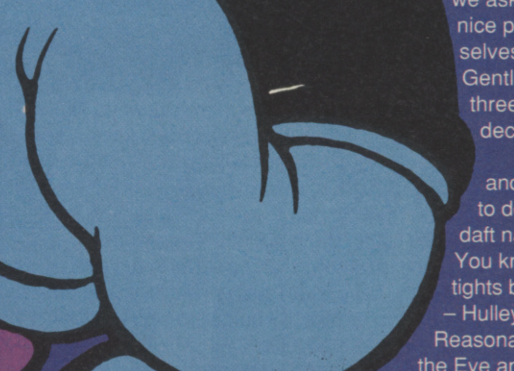

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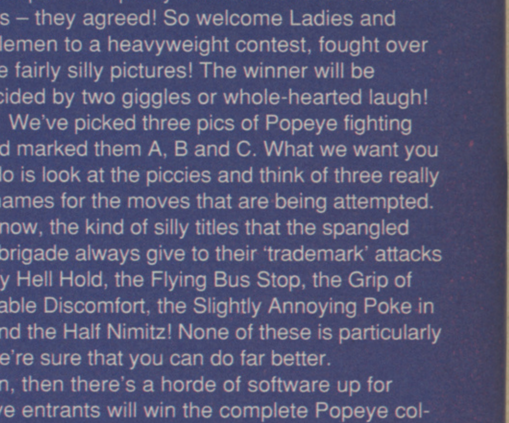
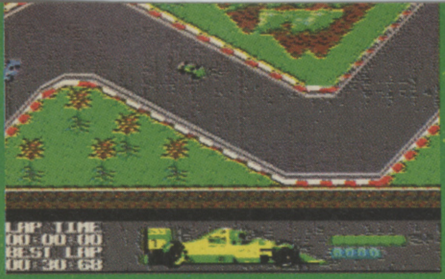
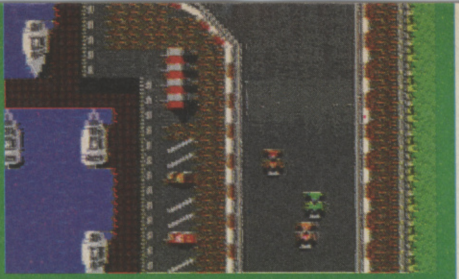




This is the totally brilliant two-player mode. And yes, it really is totally stupendously.



How about a ride in one of those boats later, Jody? Oof! Ow! That handbag's heavy!

SLICKS

You sit there, sweating in your cockpit. The lights above you are still red. The other drivers around you twitch nervously. Your foot drops on to the throttle. The revs build. You can hear your heart beating rapidly. The lights start to change. Green. Your foot slams straight to the floor and everybody surges along the A37 towards Sainsbury's and the city centre. It's the same every morning at 8.30 in towns across the country.

The stress of commuter driving should set you up perfectly for the leisurely world of Formula One motor-racing. But if you haven't got your driving licence yet *Slicks* is a good alternative. The general plan is to have a bit of a practice on six of the world's great circuits, then enter a season, racing against five other lunatics in cars of varying performance. It sounds like excitement city, Arizona.

The game is top-down viewed job, with small sprites belting around a smoothly-scrolling track. Your car remains in the centre of the screen, so you've got a bit of a clue about which corners you'll be dealing with next. At 200mph, though, you're still going to need ridiculously quick reactions if you want to get round the bends without slackening the old speed or bouncing off the tyre wall into the path of the other drivers.

The first thing you have to do is qualify for each race in the season. You simply do this by hammering around the circuit once. It's important that you get your right foot down at this stage because there aren't any other cars to get in the way, and you should be able to get a decent position on the grid.

Once that's sorted, you get to the tense bit. Before the race you can challenge any of the other drivers and they can challenge you. If you beat the driver you've challenged (who'll be driving a better car than you), you swap cars for the rest of the season. So it's worth always challenging the next-best racer every time. The problems start when anybody in a worse car than you actually challenges your good self. Jody, in the Ferrari, is the most persistent offender. If she wins, she's laughing and you've got to do some serious work to get your Benetton back.

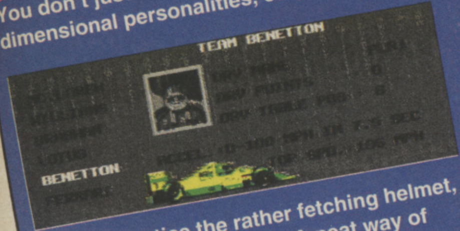
Controlling the cars is pretty straightforward. Fire accelerates, left and right make you go, er, left and right. What is trickier is the cornering. The cars slip and skid round bends. But if you're smart, you can cut the corners altogether. There are loads of buildings, trees and other things to avoid, but it's quite possible to tear across acres of grass and car-park to get on to the track much further up.

Slicks has also got a brilliant two-player mode. But even racing against the computer cars is fun. Tough, sure, but worth the effort.

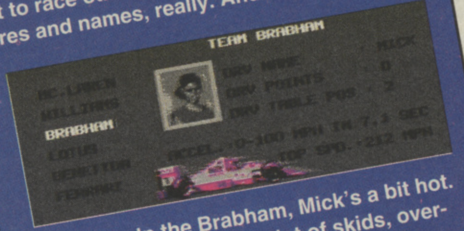
JAMES LEACH

(THAT'S WHY I FELL FOR) THE LEADER OF THE PACK

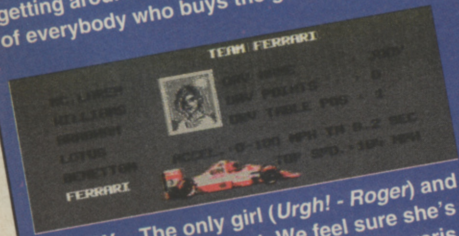
You don't just race other cars in *Slicks*. You get to race other personalities. Pretty two-dimensional personalities, certainly. Just pictures and names, really. And here they are:



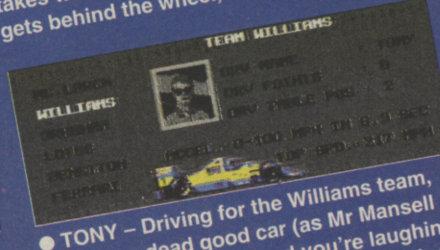
- YOU – Notice the rather fetching helmet, disguising your features. A neat way of getting around having to scan in pictures of everybody who buys the game.



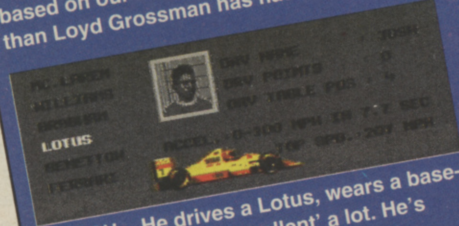
- MICK – In the Brabham, Mick's a bit hot. He corners fast, does a lot of skids, overtakes well and is pretty good when he gets behind the wheel, too.



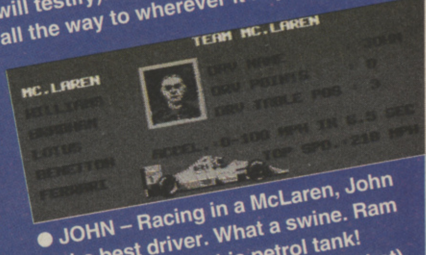
- JODY – The only girl (*Urgh! - Roger*) and a Ferrari driver to boot. We feel sure she's based on our Lisa, who has more Ferraris than Loyd Grossman has had hot dinners.



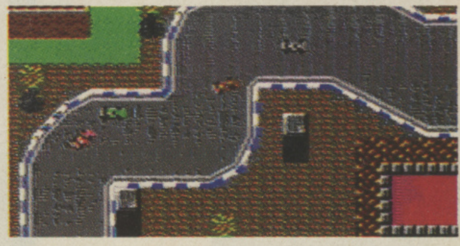
- TONY – Driving for the Williams team, he's got a dead good car (as Mr Mansell will testify). Beat him and you're laughing all the way to wherever it is you're going.



- JOSH – He drives a Lotus, wears a baseball cap and says 'excellent' a lot. He's obviously seen *Wayne's World*, and deserves to be beaten.



- JOHN – Racing in a McLaren, John is the best driver. What a swine. Ram him! Put sugar in his petrol tank! (Except there isn't an option for that).



I can see some chicanery ahead. (*You've been wanting to do that gag for ages – Ed.*)

Game	**Slicks**
Publisher	**CodeMasters**
Cassette	**£3.99**
Disk	**Not available**
Release	**October**
Contact	**0926 814132**

POWER RATING

THE DOWNERS...

- There's no real sense of speed.
- It's pretty difficult to win a race unless you have a lot of practice.

100

83%

0

- **The cars are easily controllable and handle well. You can do some nifty skidding too.**
- **Six circuits and five other opponents make it pretty varied, especially as all the cars handle differently.**
- **There are two ways to do succeed; cheat or challenge a better opponent.**
- **The two-player option is completely brilliant.**
- **The little sprites are well-drawn and are animated rather nicely as well.**
- **Coin-oppy sound effects and music add atmosphere.**

...AND THE UPPERS

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ABC 60,045 Jan-Jun '92
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CIRCULATION FLOWNUP October 1992

NEXT MONTH

RIOT ON!

The biggest of the big is ready to hit C64! *Streetfighter 2* is due for release this Christmas and we've taken an exclusive sneak preview at this eagerly awaited conversion! Can it match the coin-op's killer rep – it was the most successful arcade ever – or will it be more like *Streetsweeper 2*? To find out, make sure that you fight for your right to read *CF*26 as we join Ryu, Ken, Blanka, E. Honda, Guile, Zangief, Dhalism Chun Li and chums down in the eye-gouging, ear-biting, dragon-punching, jack-knifing, yoga-firing, cyclone-kicking world of *Streetfighter 2*.

On top of this 12 way-scrap, we've also got six of computing's high fliers answering your questions in the second part of our *Face to Face* feature. In issue 23 we gave you the chance to ask the experts about everything from writing software to selling computer mags. We were astounded at the response and have sent the toughest and most intriguing queries on to our 'lucky' panel. And as soon as their answers hit the mail tray, they'll hit the page!

Add that to our *CF* regulars and you'll know *CF*26 has major league potential. Check it out on 15th October.

<Ooops>

It seems that some of the POKEs and other listings in *CF*24, were – well how can we say it? – faulty. Yes, more likely to provide infinite frustration and not lives, ammo, energy, etc. The following lines in their respective listings were printed incorrectly. Substitute the lines printed here for their counterparts in *CF*24:

Page 29

Smash TV
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3 IF C<>15779 THEN PRINT "DATA ERROR":END
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Shadow Dancer
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3 IF C<>8836 THEN PRINT "DATA ERROR":END
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Terminator 2
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2 IF C<>7249 THEN PRINT "DATA ERROR":END
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Total Recall
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2 IF C<>8452 THEN PRINT "DATA ERROR":END
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Batman the Caped Crusader
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3 IF C<>17878 THEN PRINT "DATA ERROR":END
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Batman the Movie
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2 IF C<>5682 THEN PRINT "DATA ERROR":END
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Narc
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2 IF C<>4751 THEN PRINT "DATA ERROR":END
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Final Fight
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2 IF C<>4774 THEN PRINT "DATA ERROR":END
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Armalyte
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2 IF C<>10399 THEN PRINT "DATA ERROR":END
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Page 30

Hover Bovver
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2 IF C<>6201 THEN PRINT "DATA ERROR":END
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Agent Orange
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2 IF C<>6248 THEN PRINT "DATA ERROR":END
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Turbocharge
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2 IF C<>11818 THEN PRINT "DATA ERROR":END
```
Gauntlet 3
```
2 IF C<>9777 THEN PRINT "DATA ERROR":END
```

Page 40
```
30 IF C<>5424 THEN PRINT "CHECK DATA !!":END
```

Sorry, it won't happen again!

ARGGGH! I KNEW THAT!

How easy? Yes, last month's AIKT was *that* easy. Here's the answers anyway: Vincent Price/Dr Phibes, Leslie Nielson/Frank Drebin, Kurt Russell/Snake Pliskin, Michael Keaton/Beetlejuice, Kyle McLachlan/Paul Atriedes and Jack Palance/Karl Grissom. So now try these vehicular posers! What were the names of: Lady Penelope's Rolls Royce, Ripley's ship in *Alien*, *Knightrider*'s car, Peter Perfect's Wacky Racer, Clive Sinclair's 'electric bike', James Bond's *Goldfinger* auto-gyro and John Travolta's hot rod in *Grease*? No enteries – it's just for fun!

Ian
Cyclopedia
BIG BOOK OF EVERYTHING

IAN CYCLOPEDIA ON U.S. LAWS

So that you don't get arrested. did you know that in the USA it's illegal:
- To get a fish drunk in Oklahoma?
- For bees to fly over or through the streets of Kirkland, Illinois?
- To walk elephants down Market Street, San Francisco – unless they are on a leash?
- To make faces at dogs in Normal, Illinois?
- To take lions to the theatre in Maryland.

IT'S ELEMENTARY, MY DEAR WATSON!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the November issue, on sale from Thursday 15th October 1992. Ta' me Ol' Plate!

MY NAME____________________________

MY ADDRESS____________________________

____

____

So you see Watson, all this could have been so easily avoided. If only Suspect A had filled out Coupon B (left) and handed it to Newsagent C then they would have reserved suspect A a copy of *CF*26! Then the horrible crimes perpetrated against the Person Who Bought The Last *CF*26 in the Shop D, would never have happened!

But if that were the case, Holmes, surely D would have...

1 WAS WONDERFUL, 2 WAS TERRIFIC, 3 IS THE ULTIMATE CHALLENGE!

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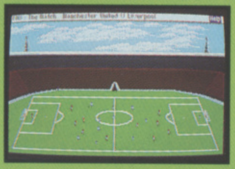

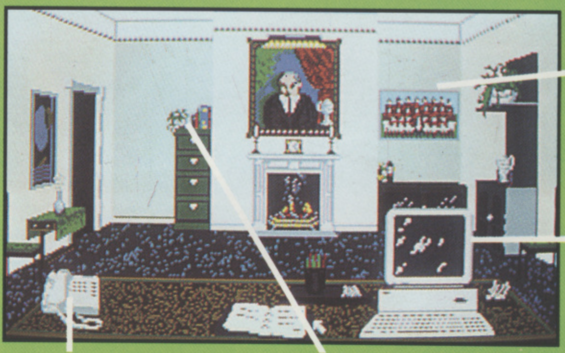

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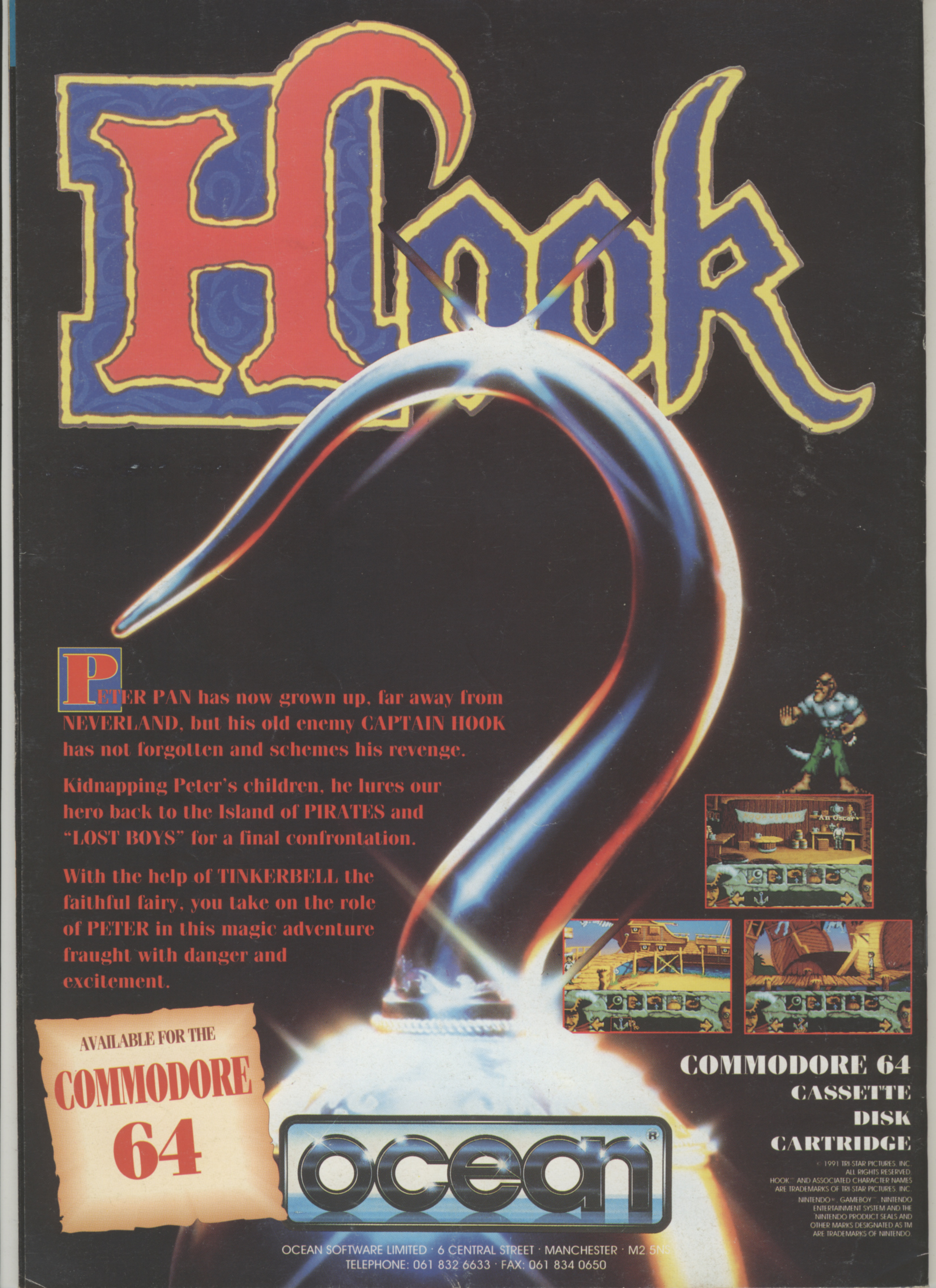

HOOK

PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

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